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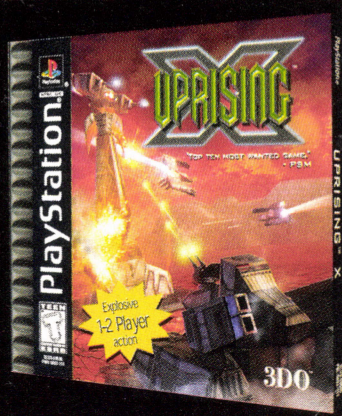

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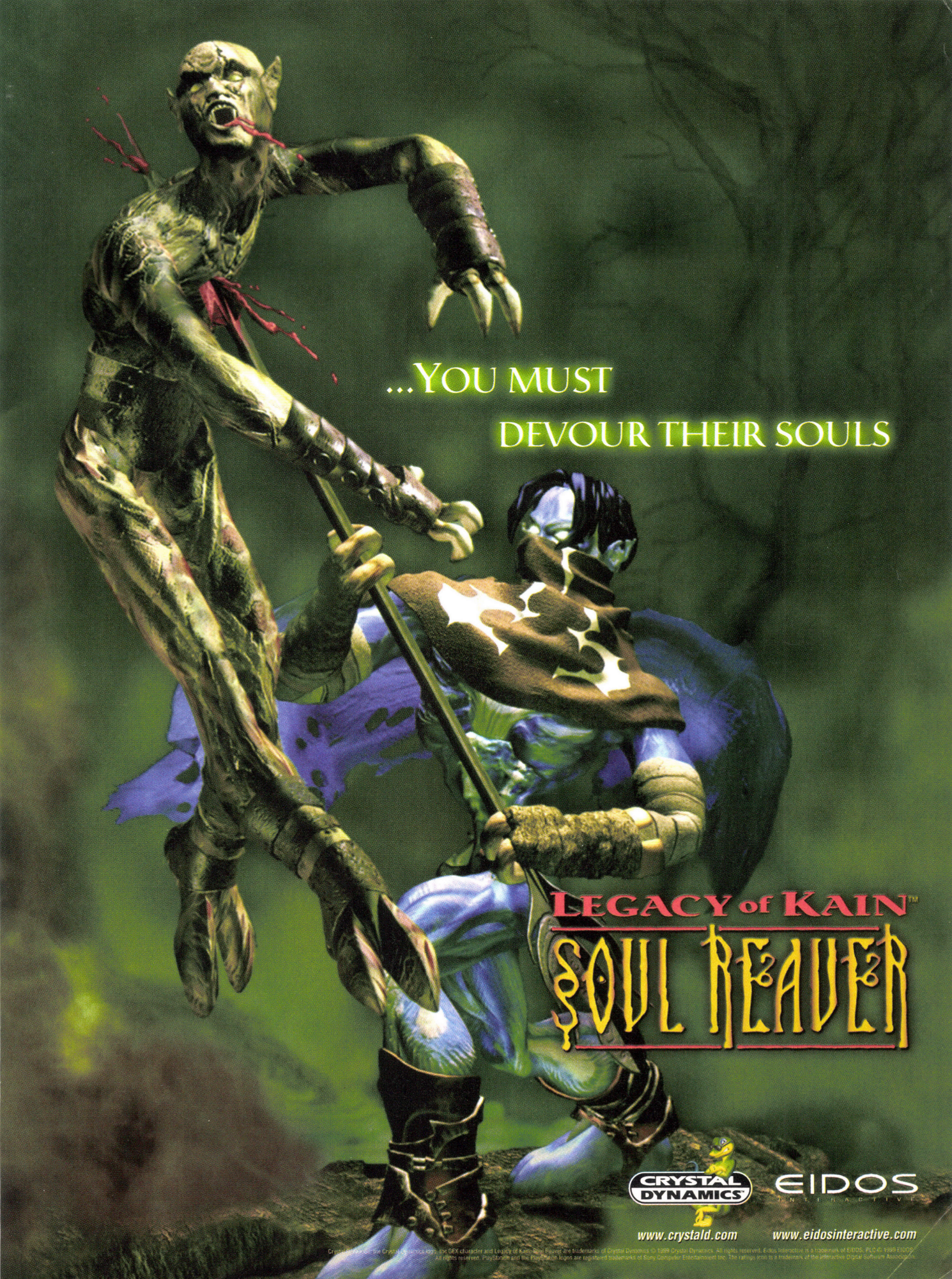

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EXPERT GAMER

March, 1999

Number 57

EDITOR'S NOTE

Howard Grossman
Editor in Chief

E-MAIL XG@zd.com

Familiar Themes Serve up Hot Games Through the Winter Months

The weather in Chicago is still cold, but game makers are keeping things hot with many post-holiday hits. After last month's run of great sequels (Tomb III, Zelda 64 and Turok 2), the trend continues in this issue with direct spin-offs of popular names or genres.

Starting this month's coverage is **Silent Hill**. This dark and often gory action/adventure game is reminiscent of Resident Evil 2 and is worthy to be mentioned in the same breath as last year's king zombie of the horror genre. Both titles capture the eeriness of classic horror films with jump-out-of-your-seat surprises and clever use of foreboding darkness. Silent Hill differs from RE2 in that it has a more gritty feel and puts less emphasis on shooting. It's more of an adventure game, and we provide a step-by-step walk-through with a focus on its many puzzles. While Silent Hill is not super difficult to beat, the choices you make while you're exploring and gathering determine which of the four different endings you'll achieve.

Our next strategy is on **Syphon Filter**, which will no doubt be compared to the masterpiece of actioners, Metal Gear Solid. While this title may not have the same cinematic feel that MGS so deftly captured, it's a supremely challenging game with lots of good gameplay. In fact, we'd say Syphon Filter is at least twice as difficult as MGS! Inside you'll find each mission fully illustrated and listing the best way to reach all the objectives.

Next we come upon an old favorite. **Castlevania** goes 3D and it is by no means a small deal! Yes you're after Dracula again (can't that guy stay dead?), but this time you must choose between two unique playable characters who have their own abilities, stories and exclusive level areas! This 3D tour de force includes a long journey that only gets better and harder as you play—there's pitfalls in this game that can kill the unwary explorer with one false move. To help you survive this nightmare we've mapped all the levels and we'll tell you how to dispatch each area's Bosses.

The latest fighter from **Capcom, Marvel Super Heroes vs. Street Fighter**, hits the PS, and we've got the info to get you in control. Whether you've played the series or just stumbled on this intriguing SF and comic crossover, there are many of your favorite characters from both areas. Browse through our moves and combos then learn about the pros and cons of using each character.

While it may be old news for PC fans, one of the best-selling PC games of all time, **Civilization II** comes to the PS. The grandaddy of strategy, Civ II is so intricate yet so completely balanced that it draws you in like no other. Find out why this title is a must-play on the PC (and now on the PS) and learn how to maximize your efforts in our concise guide written by Civ fanatics.

Finally we have several different types of sports titles. Learn how to navigate through **Snowboard Kids 2** to unlock levels and secrets. Step into the ring with **Contender** to find out the fastest track to becoming and staying the champ. Then shoot some hoops in March Madness and learn through our detailed analysis each team's strengths and weaknesses.

XG's Stats

'Zurak's debt
$30 to Ben

Farewell to...
Mo Hain

M. Vallas' *first* car wreck
Hits a snow bank

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Uno's (suburban) pizza

quote (about cheating)
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Blizzard of '99(hey look, it's snow!)

Prison break
Scott Parus - Analyst

Looking forward to...
Diablo 2 and Kain 2

Latest printer foul-up
last month's pretty-in-pink color scheme

PS Emulation?
Sony is silent...

Kiss the elephant for luck so the trend of hot games being released continues.

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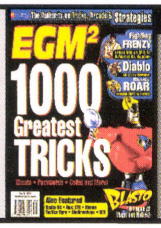

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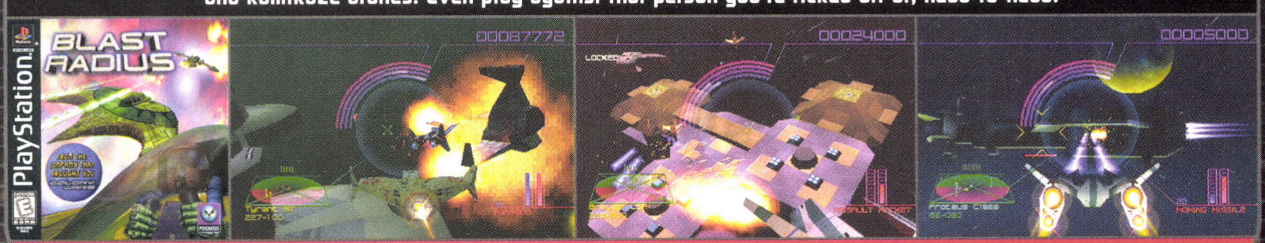

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WARZONE 2100

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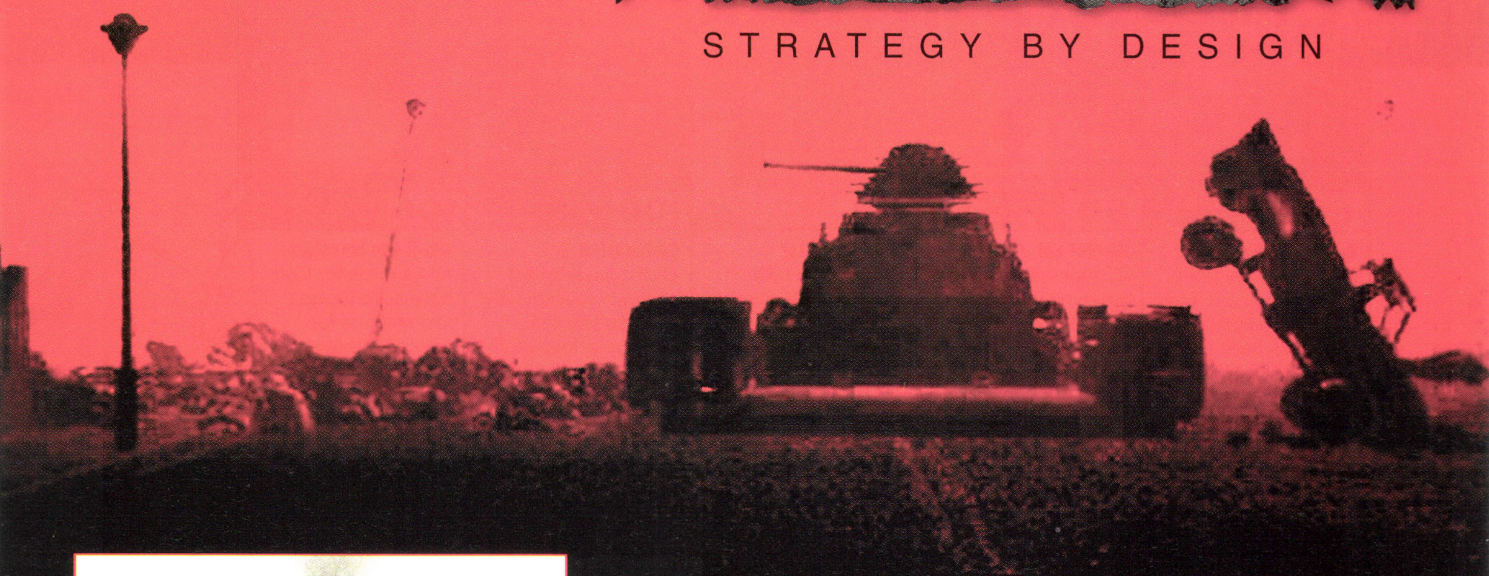

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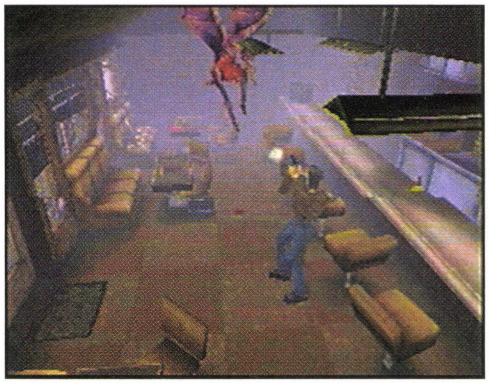
EXPERT'S CHOICE

58
Silent Hill

Silent Hill won't be too creepy, if you use this strategy guide. It comprises a puzzle-by-puzzle walk-through plus knowledge on how to obtain each of the game's endings.



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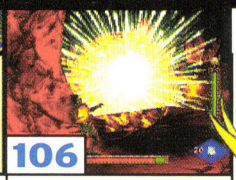
Maps for every level pinpointing each item needed in the game, as well as Boss tips.

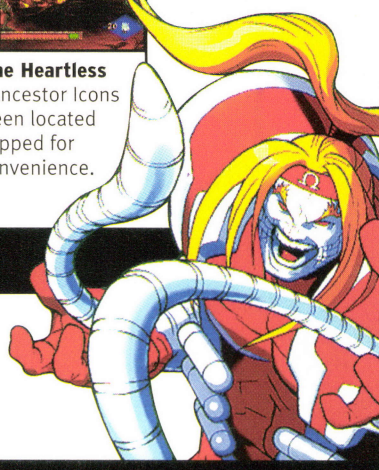
80 **Marvel SH vs. SF**
All super moves, best ground and air combos plus secret characters are revealed.

88 **Syphon Filter**
A complete walk-through with killer maps to help you stop the terrorists.

100 **Civilization 2**
Each advisor's best strategic concepts are given so you can crush your foes easily.



106 **Akuji the Heartless**
All 52 Ancestor Icons have been located and mapped for your convenience.



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Quick tips to get you through life's toughest games

Snowboard Kids 2
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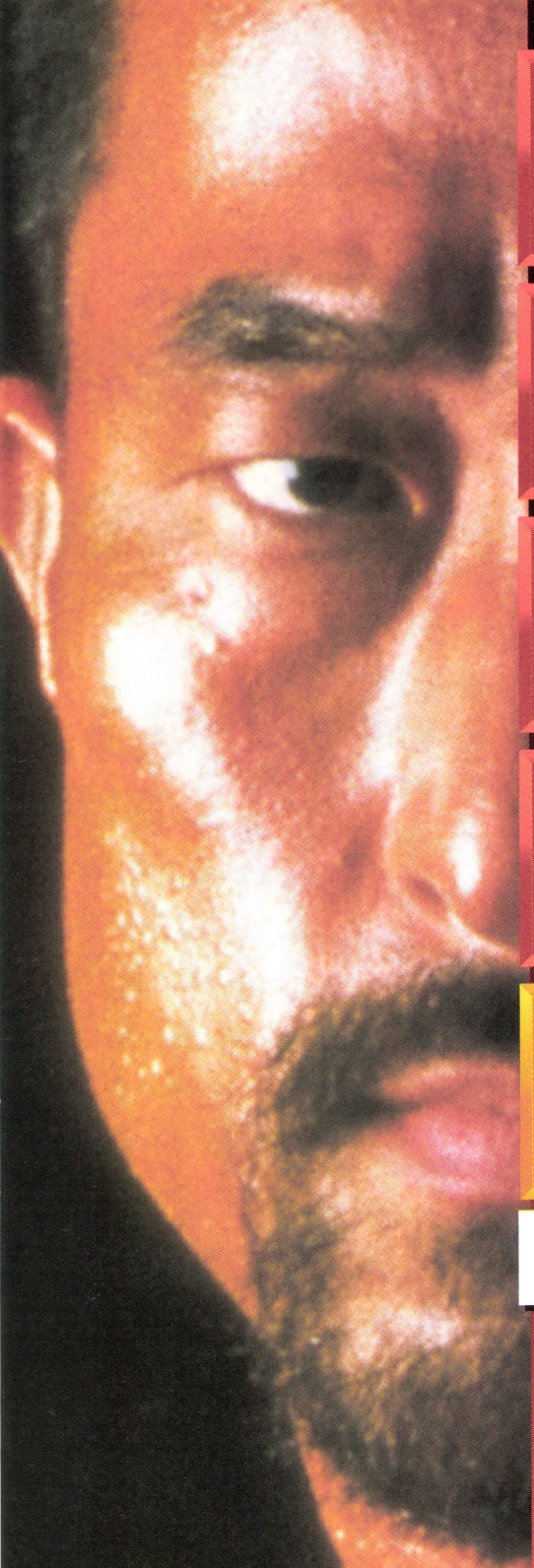
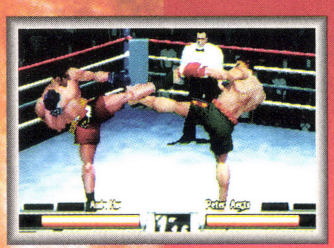
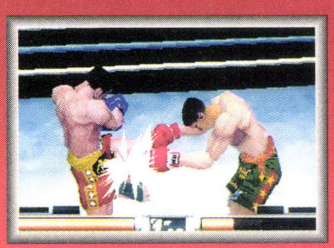


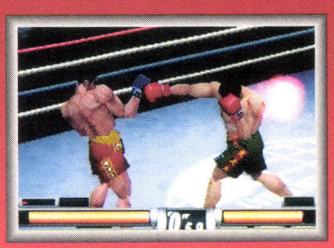
KARATE
KENPO
KICKBOXING
KUNG-FU
K-1 REVENGE

K-1 REVENGE *combines all forms of* ***MARTIAL ARTS*** *in a raucus type of fighting simulation that combines the special moves and combos of the best fighting games with the gritty realism only possible when the action is based on the true life capabilities of* ***ACTUAL K-1 FIGHTERS.***

The "K" of K-1 refers to the main disciplines that are represented in K-1: Karate, Kickboxing, Kung-Fu & Kenpo. The "1" represents the fact that this is an open weight-class fighting sport and also the champion is truly #1, the best.







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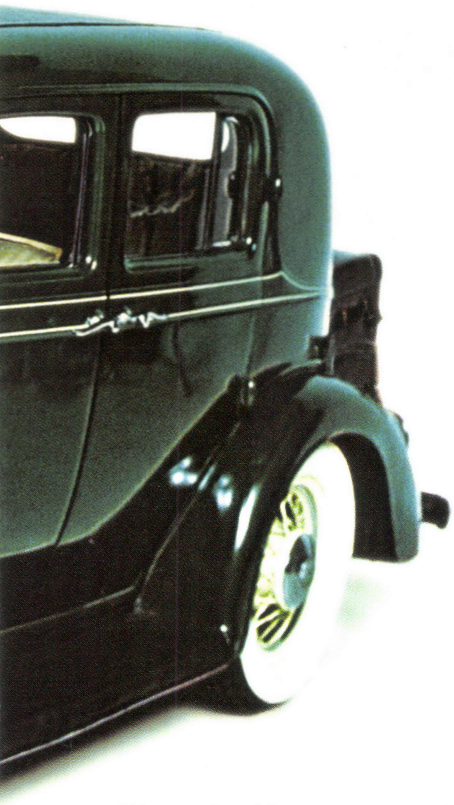
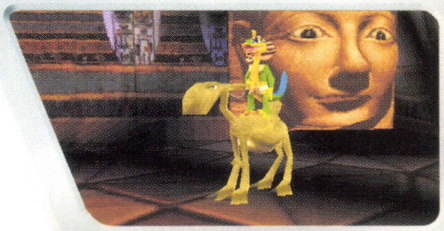
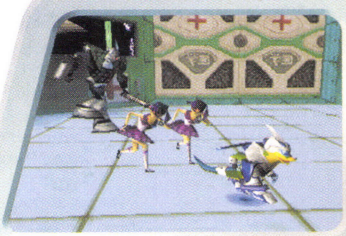
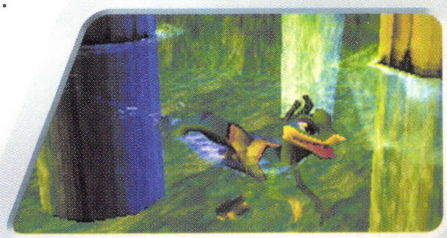


GEX 3™

Deep Cover Gecko







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GAMERS' FORUM

Letters to the Gaming Goddess

Questions, comments or gripes?

Write:

Gamers' Forum
P.O. Box 3338
Oak Brook, IL 60522-3338

or e-mail:
xg@zd.com

Please note: We reserve the right to edit any correspondence for space purposes. If you don't want your name or address printed, please tell us so, however please include your phone number and mailing address for Letters of the Month contest consideration.

Winners!

- **Here are the winners of *XG* #55 Game Over Contest:**

1. **Daniel Hoffman**
   Tiburon, Calif.
2. **Luis Lopez**
   Elmhurst, N.Y.
3. **Andrew Werlinger**
   Carson City, Nev.

- **The answer to *XG* #56 Game Over Contest is:**
  Dracula X (Import)

Zelda Boss tips

Dear Gaming Goddess,

I didn't get a chance to read Andy Baran's strategy guide for Legend of Zelda: Ocarina of Time until after I beat the game, but I looked through it and realized he did a great job. Anyway, I noticed his methods for beating Ganondorf and Ganon, and I wanted to offer some additional info:

1. After you shoot Ganondorf with the Light Arrow, you can also jump across the platform and attack him, then jump back. This might be good for players having difficulties aiming the hookshot.

2. If you have your Z-target Option set on "hold down," you can use this view to help judge the distance of an incoming shot, even if Navi can't target Ganondorf.

3. Fighting Ganon, it may not be necessary to shoot the arrows if you decide to use the "hold down" Z-target Option. You can roll to get close, dodge quickly left or right to circle to Ganon's back and wail away with the hammer.

4. After you retrieve your sword, run right at Ganon and roll underneath him as he swings his sword. He can't hurt you while you're under him! Keep rolling until you get a good shot at his tail. I found this method made the final Boss ridiculously easy.

N.T. • Oak Park, Ill.

Thanks for the Boss tips! I'm sure it'll help some of our readers.

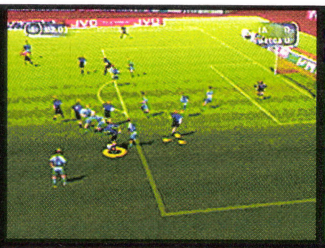
Buy gold?

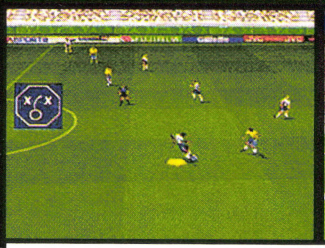
Dear Gaming Goddess,

Recently I overheard a guy talking about the Zelda 64 gold cartridge. He said something about it being better. What's better about it?

Aaron Hoskins • Cincinnati, Ohio

There's nothing "better" about the game, it's just harder to acquire the gold-colored Zelda 64.





Pictured are some of the better soccer games on the market: FIFA 98 (N64), top-left; IS Soccer (N64), top-right; World Cup 98 (PS), bottom-left and FIFA 99 (PS) bottom-right.

LETTER OF THE MONTH

Soccer fan's woes

Research before buying is the key

Dear Gaming Goddess,

I'm an extremely big soccer game fan, so they are the majority of games I rent or buy. Now I don't have any complaints toward EA Sports, because in my opinion, they make the best sports games. However, I am disappointed in a few companies who seem to "slop" together soccer games. They take their time developing basketball, football, baseball and golf games, but when they put together a soccer game, it seems like they just want to rush it along. This can cause major frustrations for gamers.

For example, I recently purchased Fox Sports Soccer 99. The graphics on the back cover looked pretty cool. However when I started the game, I noticed right away that the action of the game was horrible. (Whenever a player touched the ball, it went wacko!) This disappointed me extremely considering I spent $40 on this game.

These companies need to put more time in soccer games so consumers will buy them, or else they won't be able to stand up to the EA Empire.

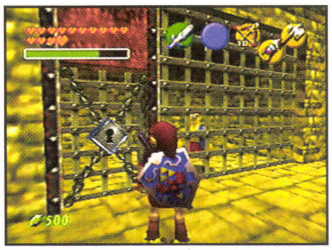
IIoO1OOoII
via the Net

This reader won an InterAct Controller for the N64, PlayStation or Saturn!

Some readers might disagree with your views on Fox Sports Soccer 99. In fact our sister mag *EGM* gave it pretty decent reviews (8.0, 6.5, 6.0, 5.0) and videogames.com gave it a 7.3 (however, they did point out the control issue).

The back cover of games are supposed to entice you, so it's important to read reviews on the game you are interested. Make sure to read into the scores to see why people liked them. Unfortunately soccer is not nearly as popular in video games as are most other sports. Because of this reason many companies don't know how to make a great game but feel they must to have a full lineup of sports titles. The best thing to do is to be well informed from reviews and such. If these don't seem to jive with your opinion then rent first! It's cheap and extremely effective.

LETTER OF THE MONTH Contest Rules: 1. **No Purchase Necessary**: To enter, send your letter to "Gamers' Forum", P.O. Box 3338, Oak Brook, IL 60522-3338, or e-mail us at xg@zd.com. Make sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. Entries must be received by the 10th day of the month for the next available issue of *Expert Gamer*. Sponsors assume no responsibility for lost, mutilated, late illegible incomplete, postage-due, or misdirected entries. Contest open to residents of United States and Canada. Void in Quebec. 2. **Prizes**: One Grand Prize winner will receive one of the following prizes at Sponsors' sole option: One (1) Shark Pad Pro for N64; One (1) Program Pad for the PlayStation; or One (1) Eclipse Pad for the Saturn. Grand prize has an approximate retail value of $29.99 U.S. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Originality (50%); and (ii) Topic (50%). Judging to be held on or about the 15th day of each month. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prize become unavailable. The odds of winning will be determined by number of valid entries received. Void where prohibited or restricted by law. All federal, state and local regulations apply. FOR AN OFFICIAL COPY OF THE RULES, SEND A SELF-ADDRESSED STAMPED ENVELOPE TO: "LETTER OF THE MONTH CONTEST RULES," P.O. Box 3338, Oak Brook, IL 60522-3338. 3. Eligibility: Non-compliance with the time parameters contain therein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purpose of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of ZD Inc., InterAct Accessories and their respective affiliates are not eligible. Neither ZD Inc., InterAct Accessories and their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of his contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that ZD Inc., InterAct Accessories and their agents, representatives and employees will have no liability whatsoever for any injuries, losses or damages of any kind resulting from acceptance, possession or use of the prizes. 4. Winners' List: For a list of winner, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "Letter of the Month Winners List," P.O. Box 3338, Oak Brook, IL 60522-3338. Requests for winners lists must be received by the 15th day of next month following the on-sale date. 5. Sponsors: This contest is sponsored by ZD Inc. and InterAct Accessories, Inc. ©1999 ZD Inc. All rights reserved. Printed in USA.



Last carpenter

Dear Gaming Goddess,

I have a problem in Zelda 64. I can't find the fourth carpenter at the Gerudo Fortress. Every prisoner has a different-colored stone above his cell door. So far I've found the Blue, Green and Red carpenter according to their cells. Please help lead me toward the last carpenter, so I can finish the game. Thanks a lot.

AJ • via the Net

The last carpenter is in a cell in the upper-left section of the fortress, a little higher and behind your jail cell.

Blast-off stones

Dear Gaming Goddess,

In Zelda 64, at the Lost Woods, I blew up the first boulder I saw on the way through and caught some bugs in a bottle. When I turned around and was going out, I was about to pass the gossip stone, however it suddenly turned blue then red and finally it just blasted off. What does it mean?

ImaSouljag • via the Net

They blow up if you use bombs or the Hammer on them sometimes. They do several weird things...

Faulty code?

Dear Gaming Goddess,

I used your level skip code for Tomb Raider III, and it messed up my entire life. OK, maybe just my game. Anyway, it triggered what Eidos told me was a bug that had put my game on a loop. Every time I finish the level (Puna Temple), it sends me back to the beginning.

WHY WHY WHY didn't you know this, and warn me??!! Now I have to start the entire game ALL OVER AGAIN because they have no fix for it yet. I hate you, I hate you, I hate you. Check your codes first you buggers.

Edward Fletcher • via the Net

Trickman Terry always checks his codes before they go to print, and he did not have a problem with the code. Also, Ben Durbin who wrote and researched the two-part Tomb Raider III guide also used the code (even in the Puna Temple) and had no problem. In addition, our friends at *OPM* have used the code and they haven't had a problem with it. And most importantly, we spoke to Eidos regarding the alleged bug and the representative said that there was no such bug.

Sweeet codes

Dear Gaming Goddess,

I was wondering if you had any helpful tips or codes for the new South Park game on the Nintendo 64?

Wesley Jenkins • Charlestown, W.V.

Here are a few South Park tricks:
All Weapons: FATKNACKER
Level Select: THEEARTHMOVED
Unlimited Ammo: FATTERKNACKER
And don't forget to turn to the Tricks section for more South Park codes!

Lara's basement

Dear Gaming Goddess,

I desperately need your help: How do you get into the basement of Lara's house in Tomb Raider III?

Bezwet • via the Net

It might be a little tricky getting into Lara's basement. But once you do get there, you will acquire the Race Key.

Start in Lara's bedroom. Open the door to the attic. Head downstairs to the library. Find the book that is sticking out and push it in to turn off the fireplace. Climb up the chimney to the attic. In the attic, you will need to push a block to gain access to the room with the switch to the basement door. This door is on a timer, so you have to trip the switch, then head out of the attic, through Lara's bedroom, over the banister and down to the basement door before it closes.

(Thanks to Mike Schmitt at Eidos for this tip.)

H2O fill

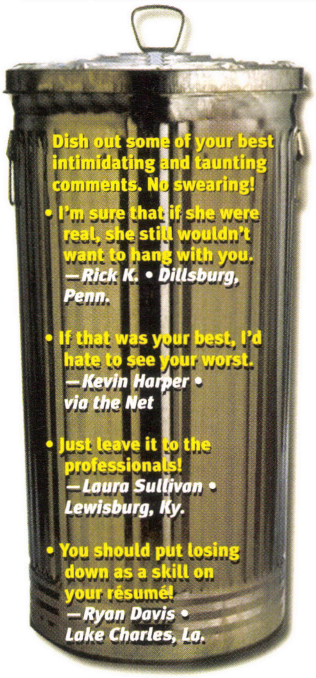
Dear Gaming Goddess,

I am having trouble with the Temple Ruins in Tomb Raider III. In issue #55, the walk-through says, "The second key is behind the pool. You must fill the pool before you can pull the lever that opens a grate." My question is how do you fill the pool?

Matthew Liechty • Edgewood, Ky.

Just a couple of rooms down (through the underwater tunnel and up the tall rocks in the crumbled room) you'll find a section with lots of push blocks. The switch behind those blocks fill up the pool. You can see the switch on the map in the guide (*XG* #54-55).

Trash Talk

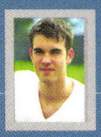


Dish out some of your best intimidating and taunting comments. No swearing!

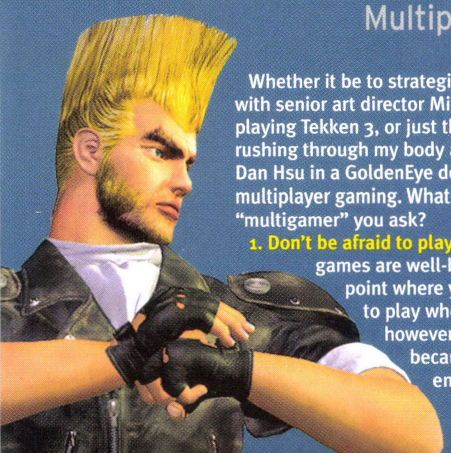
- **I'm sure that if she were real, she still wouldn't want to hang with you.**
  —Rick K. • Dillsburg, Penn.
- **If that was your best, I'd hate to see your worst.**
  —Kevin Harper • via the Net
- **Just leave it to the professionals!**
  —Laura Sullivan • Lewisburg, Ky.
- **You should put losing down as a skill on your résumé.**
  —Ryan Davis • Lake Charles, La.

My "Expert" Opinion

Multiplayer Gaming with Style



Play to Win Advice
By Jim Mazurek



Whether it be to strategize head games with senior art director Mike Vallas while playing Tekken 3, or just the pure adrenaline rushing through my body as I beat *EGM*'s Dan Hsu in a GoldenEye deathmatch, I love multiplayer gaming. What makes a good "multigamer" you ask?

1. Don't be afraid to play cheap: Most games are well-balanced to the point where you should be able to play whoever you want or however you want. Just because you're smart enough to find a few key moves that work every time shouldn't make you any less of a gamer. Find the weakness of your opponent and exploit it.

2. Don't get set with only one person: Just as a good martial-arts instructor would never have you spar against only one fighter, a seasoned multiplayer gamer will face a wide variety of opponents. You may be able to beat the champ at Blitz '99, but can you beat the runner-up? My point is that playing styles vary from person to person, so get accustomed to all sorts of play.

3. Using head games: While you'll surely get the occasional "Shut up and play" or "Eat my boot," head games can be rather enjoyable if you know how to use them. Distract the other player by boasting your skills after beating him three times in a row. By getting him preoccupied, you'll surely make his gameplay suffer.

So you're known around town as playing down 'n' dirty or just plain cheap. At the end of the day, you'll be the one walking out the door with 10 extra bucks because you swept everyone with Paul in Tekken 3.

(Send me your favorite "Multiplayer Techniques" for use in a future issue: jim_mazurek@zd.com)

Online News

Tiger Woods vs. South Park

Electronic Arts recently recalled its PlayStation game, Tiger Woods 99 because of an unauthorized cartoon contained on what should have been unused disc space. The cartoon was a *South Park* short called the Spirit of Christmas which contains offensive materials to some viewers. For complete details, go to videogames.com.

Will 007 and Nintendo meet again?

With a new Bond movie on its way (*The World is Not Enough*), rumors have been circulating that Nintendo will be producing another 007 game. Although Nintendo has stated there is no information on this game, it's been reported that it will allegedly be on Nintendo's next console as a first-wave game.

Glamb rock

Unjammer Lami, the sequel to PaRappa the Rapper, is set for a March release date in Japan. Lami, the main character, is a guitar-playing lamb who's in a band (Milk Can). Although the main idea is the same as PaRappa (push the correct buttons with the right timing), this game features rock music.

MK's Sonya and Jax return

Mortal Kombat: Special Forces is the second Mortal Kombat spin-off game featuring Sonya and Jax. The Special Forces members are in pursuit of Kano throughout the game. Although the game has only one ending, videogames.com reports that there are multiple paths for each character to take in order to finish the game. Other MK characters are said to be in the game, but as of press time it is unknown who they will be.

Both PlayStation and Nintendo 64 versions will be released with a possibility of a Dreamcast version. Look for it next fall.

MORTAL KOMBAT SPECIAL FORCES

Surf the Web in style on videogames.com, the best source of video game info on the Web. Nowhere else will you find a complete archive of previews, reviews and news for all of the top systems—PlayStation, Nintendo 64 and Saturn—plus arcade, too!

VIDEOGAMES .COM

Once you give John the four logs, he will make a raft for you. Now you can take a wild rapids ride and grab a secret Bincho Field on the way down!

Finding John

Dear Gaming Goddess,

I am having trouble in the second chapter of Brave Fencer Musashi. I have released John from the stocks, but I can't figure out how to get to John for the second time. Please help me.

The Bunny God • via the Net

There is a part on Twinpeek MT. where you will need to use the Earth Scroll to drop a boulder. When you drop the boulder, you can continue up the mountain. John is close to the top. However, don't forget to cut down four trees before you see him. You will need to give them to John so he can make a raft for you.

Seeking passage

Dear Gaming Goddess,

In Wild Arms, I am having trouble with the stage where I am the Princess and she just talked to her father. Her father said I shouldn't go out of the castle. However, when he sent the Princess to her room, she said there was passage in the dungeon and needed to go there. I am really having a hard time finding it. Can you please tell me where it is?

Ryan Bulaclac • Chesapeake, Va.

Talk to the cooks in the basement and they will open a path for you.

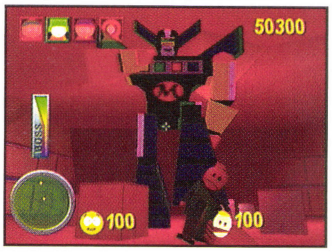
Hella hard Boss

Dear Gaming Goddess,

In South Park, I cannot beat the last Boss. I have tried everything, even the Master Cheat. He just goes back to the energizer. Please help me fast!

Shelia Lee • via the Net

The Boss will continue to use the energizer in the corner, so use the Sniper Chicken to stop the charge. Make sure to pick up the Football Pads in the room before you fight him. Also, circle strafe and shoot him with Lightning Balls continuously. If you have any Fart Dolls left, use them because they seem to work the best on him.



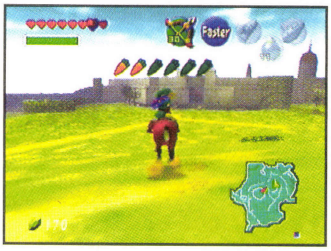
Horse riding

Dear Gaming Goddess,

In *XG* #55, the Zelda 64 guide said that the only two ways to cross the fallen bridge in Gerudo Valley is to use the Hover Boots or ride a Magic Bean plant. Well, I found another way to get across: I used Epona (Link's horse) and jumped across. It only used two to three carrots!

Julio Cumana • Caracas, Venezuela

That's a great point we forgot about!



Another multi feature

Dear Gaming Goddess,

Expert Gamer forgot to mention something in its "Multiplayer Mayhem" guide for Turok 2 (*XG* #56). Combos! My friend and I use them all of the time, and they usually decide who "wins" or "loses."

My favorite combo is to hit 'em with a Charge Dart. While they're stunned, hit 'em with a Cerebral Bore, then while they're getting their head sawed, hit 'em with a hard-hitting weapon like the Scorpion Launcher or the Grenade Launcher (or another Charge Dart to start the process over again). It's usually enough to kill your opponent and it's a handy trick that's fun as heck!

(P.S. Thanks for the multiplayer guide. It had a lot of useful tricks in it!)

Chris Gehrke • via the Net

Thanks for pointing that out, Chris.

What Ifs

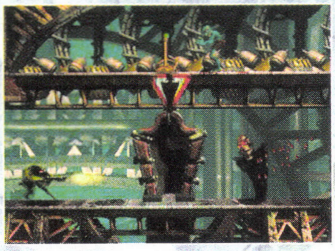
Send your "What Ifs" in and maybe they'll get published in our mag! Just think of the weirdest possible thing you can imagine and write it down! Easy enough!

...Alucard was a vegetarian and ate carrots? (From this carrot I suck thy juice!)
...there was a fighting game starring Martha Stewart called Cooking and Killing? (Whoooya, face my frying pan!) *[Ed. note: Hey, now that would be a good thing!]*
—TuxMask586 • via the Net

...there was a game called Jerry Lewis 64? (Imagine a 3D head popping out screaming, AAAIIIEEEYYY EVERYBODY, HELLO NICE LAAADDDYYY!)
—Mike Mallon • South Rockwood, Mich.
...Lara Croft guest starred on *Baywatch*?
—Chad Hodgkins • Palm Coast, Fla.

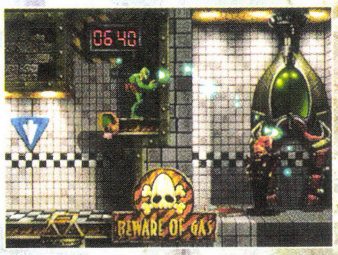
This Odd's for You.

Save the Mudokons and save your game anywhere!



Abe gets all emotional! More panic! More talking! More pleading!

Tons of cool new power-ups! Invisibility! Healing powers! And more!



Flesh-eating Fleeches! Undead Mudombies! Bone-grinding Greeters!

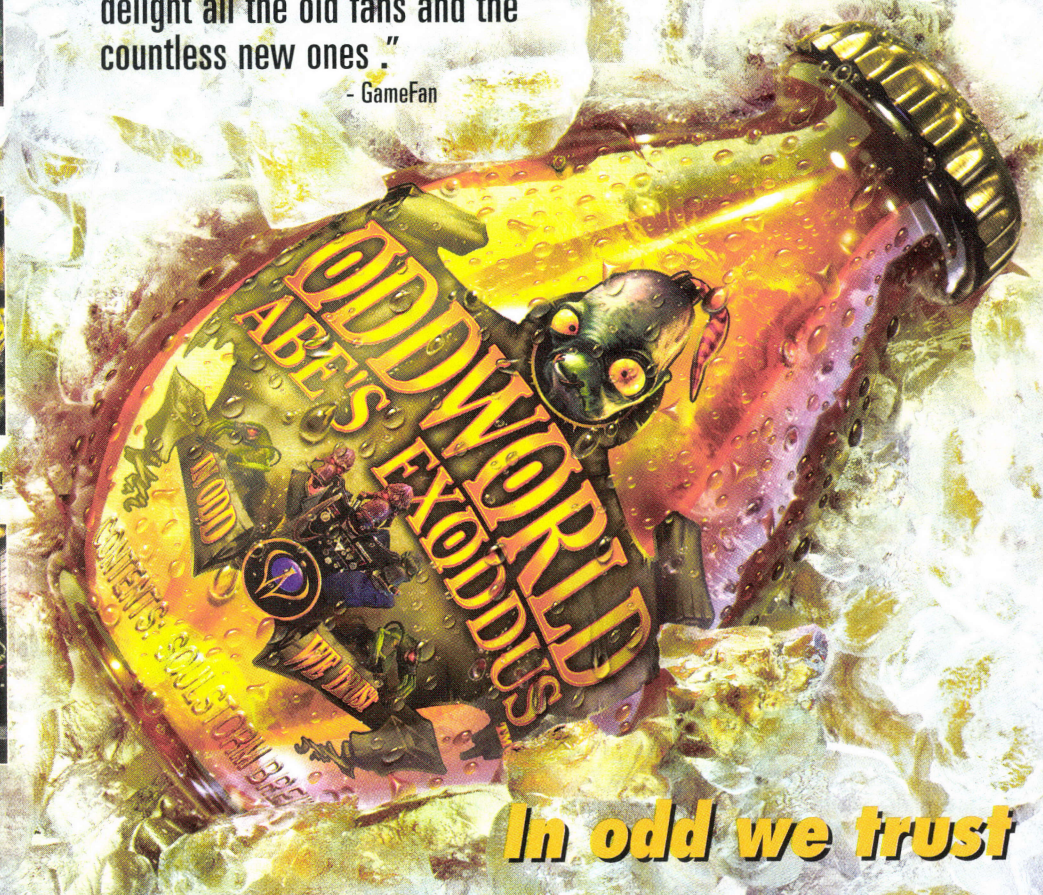
"...everything the previous game was and more... an incredible gaming experience."
- EGM

"Exoddus easily earns a place among the PlayStation's best this year."
- GamePro

"Improvements and pluses that will delight all the old fans and the countless new ones."
- GameFan

"...even better - and odder - than the original."
- Official PlayStation Magazine

"...combines stunning graphics and engrossing gameplay." (★ ★ ★ ★ out of four)
- USA TODAY



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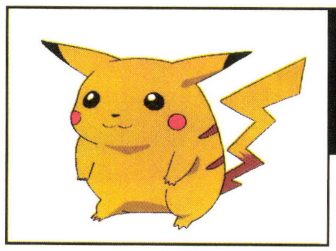


Pikachu, one of the Goddess favorite Pokémon, isn't too difficult to find. And don't forget to pick up a Thunderstone so you can evolve it to a Raichu.

More Pokémon q's...

Dear Gaming Goddess,
So far I haven't been able to find a Pikachu in Pokémon. Where is it?
Dart522 • via the Net

Pikachu is found in the Virdian Forest and at the Power Plant.

Dear Gaming Goddess,
I'm having trouble with the elite four leader Lance. I can't seem to beat him and my Pokémon are one level higher than his. Do you have any pointers?
Jonathan Biong • San Diego, Calif.

Since his Pokémon are all Dragon-type, it's best to use Ice- or Fighting-type Pokémon. However, Dragon-type Pokémon are still pretty tough, so keep those healing potions in stock!

Dear Gaming Goddess,
I purchased *XG* #54 with the Pokémon guide in it, but I still can't find Strength. Can you help me?
Joshua Burkey • via the Net

It is in the Safari Zone at Fuchsia City. If you find the Warden's lost teeth (they're in Area 3 of the Safari Zone), he will reward you with Strength. This HM will help you move heavy objects out of your way so you can go to different areas that were once blocked.

Dear Gaming Goddess,
I'm having trouble beating Sabrina in Saffron City. Do you have any tips?
Conjurer49 • via the Net

Sabrina uses Psychic-type Pokémon so it's best to use Poison- or Fighting-type Pokémon. Also, her Pokémon will most definitely try to confuse yours. Once they are confused, it's best to pull it out or it could hurt itself.

Dear Gaming Goddess,
At what level does Rattata evolve?
Jonathan Wise • via the Net

It evolves into Raticate at level 20.

Dear Gaming Goddess,
I have searched high and low in Pokémon and I can't find a Lickitung. After beating the game with both versions, I still don't have a clue where it is. Please help me.
Aaron Irons • Clarence, Iowa

You have to trade for it at a house on Route 18.

Q & A...

Sexy, sassy, sicko Lara Croft

Dear Gaming Goddess,
I just got my copy of the January issue of *Expert Gamer* today. The Lara Croft cover art is hot!!!
Francis Ibanez • *via the Net*

Dear Gaming Goddess,
Why would you put Lara on the January cover looking like that? She doesn't even look like that in the game! This might lead some kids to think about games in unnatural ways...
Phil S. • *via the Net*

We've gotten a lot of mixed reactions about our Lara cover. Some like the sultry pose while others scream that it's over the top. Keep in mind that the point of the cover is to get people's attention. This particular pose wasn't used simply to shock people. It is a very original piece of art that is still very much Lara Croft. The scene wasn't intended to be smutty. In fact, it comes from a European magazine where a woman in her boudoir is a common style of art. Since Lara is so over exposed, we wanted something with a unique look.

Yellow Pokémon: fact or fiction

Dear Gaming Goddess,
I own the Red version of Pokémon, I beat it and got all 151 Pokémon. I thought I'd seen it all, until a bunch of my friends started talking about the Yellow version coming to the United States. Is this rumor true or is it a lie?

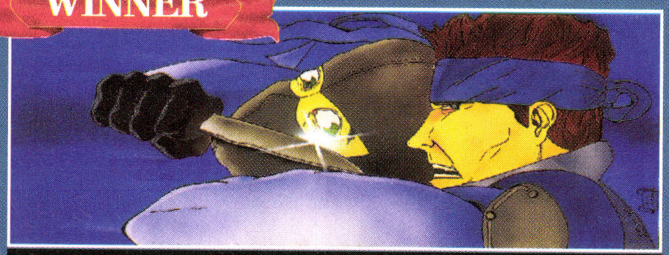
Sean • *via the Net*

According to videogames.com, a yellow version of Pokémon will be released in the United States sometime in 1999. This version is called Pocket Monster Pikachu in Japan and is more like the television show with Pikachu tagging along behind you.

Letter Art

Where Creativity, Your Favorite Video Game And A Stamp Can Make You Immortal*

WINNER

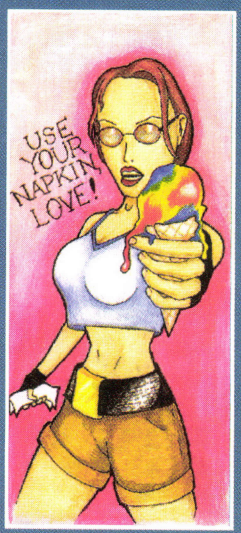


Jason Stone • Los Angeles, Calif. wins an ASCII Specialized Control Pad for the Sony PlayStation.

Put your creative skills to the test by decking out a plain #10 envelope (you know, the long business type) with your own unique touch. Send your letter art submission to: *XG* Letter Art, P.O. Box 3338, Oak Brook, IL 60522-3338. (Entries submitted on anything other than a #10 envelope will be disqualified.) All entries become the property of ZD Inc. and will not be returned.

* Or at least get you in the magazine and win a controller from ASCII (FIRST PRIZE ONLY)!

Gary Hanna
Williamstown, N.J.



Lorna Boyne
Silverwood, Mich.

Robert Sundin III
Springfield, Ohio

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RPGs: the untapped multiplayer genre

by Andrew Baran

When you think of a multiplayer game, what is the first genre to pop into your head? Sports? How about a fighting game or maybe a first-person shooter? What few gamers realize is that RPGs may make the best multiplayer games of all.

There are many reasons to play these games with your pals. In my research, I was pleased to find that several of my co-workers played their RPGs (among other games) with one or more of their friends. Here are the words of wisdom that we've come up with.

"If you're like one of us who don't have a lot of money, you can split the cost of a single game between you and your buddies."

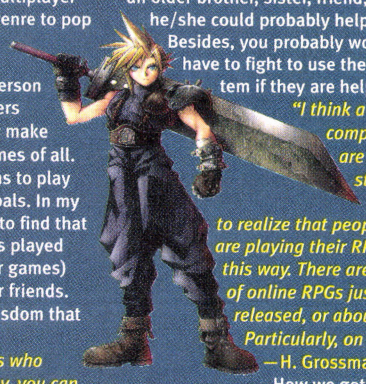
Cost Effective: With games that now reach the $60-70 mark, most gamers can only buy one game a month if they're lucky. RPGs in particular are usually more expensive, even if bought used. If you split the cost of a game between yourself and your friends, you can easily get three or four games without going broke.

"Working together with my friends makes the quest seem like a real adventure." —A. Baran

Fun Factor: I guarantee playing one of these games alongside your buds will be a lot of fun. Why? Because you'll have some real human interaction. A friend can add humor as well as insight. I found that with a few extra brains, we actually worked together to beat the puzzles. Revelations about the plot were discussed and jokes were made. When one person gets tired, another can hop on the controller. Japanese RPGs, where no one knew the language, became a blast when each player supplemented the story with his/her own version. RPGs have always been ignored when it comes to multiplayer potential.

"I was really young when I started playing RPGs, and having someone else to turn to made something that could have been frustrating, a lot of fun." —J. Mazurek

Two Brains are Better than One: The old adage still rings true. If you are a younger player, some of the puzzles you'll face in a hardcore RPG might just be a little too tough. If you have an older brother, sister, friend, etc., he/she could probably help you. Besides, you probably won't have to fight to use the system if they are helping.



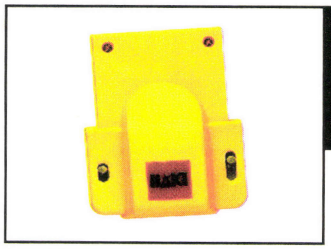
"I think a lot of companies are starting to realize that people are playing their RPGs this way. There are a lot of online RPGs just released, or about to. Particularly, on PC." —H. Grossman

How we got started: I personally started playing my console RPGs this way simply because I didn't have enough people on hand to play a pen-and-paper RPG. One of my pals fired up Secret of Mana for the Super NES (which sported a multiplayer tap feature), and soon enough we had three people adventuring in one game. We had a great time. However, after the game was won, we wanted more. Since there wasn't any other games to take advantage of multiple players, we started taking turns on the other RPGs that came out at that time: Lufia, Paladin's Quest and all of the others. Now it's become a sort of tradition to play these games with each other. The key to marathoning a game of this type is to grab a two liter of Mountain Dew, cook up a pizza and make sure to have a comfortable chair.

Jim Mazurek, our youngest editor, started for many of the reasons already mentioned. One of the biggest reasons was the price of the games. For those of you who remember, Phantasy Star was a $70 game. Big money for a young player. He and his friends needed each other's help to get through.

EIC Howard Grossman was always an old-school PC player, where MUDs and other multiplayer role-playing was common. Playing his console RPGs with his pals has brought back the old days with some added kicks.

These are just a few examples from an office of gamers. The next time one of your friends tries to spark up GoldenEye or Madden, suggest an RPG. You may find a new way of playing some of your most challenging games.



The *Expert Gamer* staff confirms that the Naki Memory Rocker Pak is very innovative and useful. Plus its built-in memory card is also an added bonus!

Naki Plus pluses

Dear Gaming Goddess,

I just bought the Naki Advanced Rocker Pak Plus, and it is a marvelous product. I like it a lot because it doesn't need any batteries, making gameplay a tad cheaper and more convenient. What do you think of it?

Michael Mella • The Dominican Republic

After fiddling with the Naki Memory Rocker Pak Plus for a while, we think it is very well-designed and innovative. How cool is it to have a Nintendo 64 Rumble Pak-type peripheral that doesn't need batteries! While it doesn't rumble quite as hard as the battery-powered ones, it does save plenty of cash because it doesn't eat up so many batteries. And as an added bonus, it has a 460-page memory card built into the unit!

Dangerous gear

Dear Gaming Goddess,

I have just recently had to fix my PlayStation because the control ports stopped working. I was told by a sales rep at Sony that the reason it was damaged is because the controllers were not licensed, which made no sense to me. The person said it was because the controllers were not tested and not qualified by SCEA. Does this mean the Dual Shock controllers like Mad Catz are dangerous for the PlayStation?

Lora Phagan • via the Net

According to Mad Catz, they state their controllers are safe to use on the PlayStation. If you are worried about breaking your PS again, your best bet is to use Sony-only products.

Compatible

Dear Gaming Goddess,

I want to get a GameShark for my Game Boy Color, but the person at the store I went to said the GameShark available wouldn't work with the Game Boy Color. Is this true?

Murray Moss • address withheld

Yes, your retailer is correct. The current GameShark for Game Boy will not work with the Game Boy Color. As of press time, Interact is "looking into it," but has no plans for releasing a version that is compatible with the Color Game Boy.

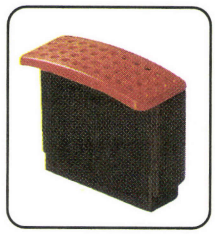
Burnout concerns

Dear Gaming Goddess,

For Christmas, I got an Expansive Pak and started using it right away. However, after awhile, it started to warm up and get really hot. I used to be able to leave my Nintendo 64 on for days, but now I fear it will overheat and melt down. Have you noticed this? Does it pose a real problem for Expansive Pak owners everywhere? How long can I leave it on safely?

Adam Baley • Elburn, Ill.

Yes, our editors have noticed that the 4 MB Expansion Pak gets hot after playing games for a short period. Is this bad? Not necessarily. It's RAM, and RAM gets hot. How long should you leave your system on? No longer than you would have without the Expansion Pak installed. Nintendo recommends that you take a 10- to 15-minute break for every hour spent playing.



Accessing the buttons

Dear Gaming Goddess,

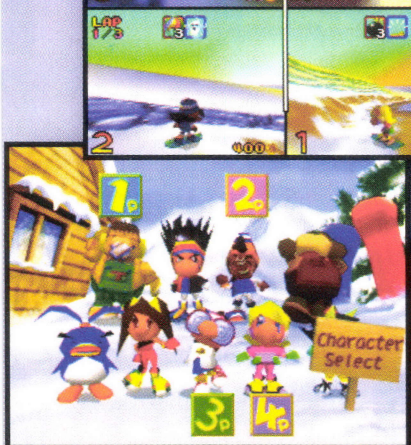
The latest Zelda game, in my opinion, is the best game for N64 to date. But the developers could have made a great game even better by making use of the D-pad. During gameplay it's necessary to change your boots, tunic and whip out your Ocarina to unlock game secrets. I think things would flow much smoother if you didn't have to pause every time to switch your boots (this was especially a nuisance in the water temple), and the Ocarina is used so often it deserves a button of its own rather than hogging a C button. I found myself constantly rearranging my items to accommodate this.

My question to the developers: The extra buttons are there, so why not use them? The Ocarina could have easily been accessed by a direction on the D-pad. If the boots, tunic, swords and shields were controlled by the remaining D buttons and the L button, it would save tons of time.

Chad Osborne • West Palm Beach, Fla.

It certainly was frustrating to keep changing items, especially the Boots in the Water Temple. The D-pad could have alleviated this tedium.

THE "KIDS" ARE BACK!



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If your trick is selected as the Trick of the Month, you'll win a free GameShark courtesy of InterAct. If you're given credit for submitting a great trick in this section, you'll win a free game!

For more details and rules on the contest, read the text below. E-mail your tricks and cheats to:

tricks@zd.com

On all e-mails, be sure to include your name, address, city, state and zip code. For those who prefer to go through the postal service, send your tricks to:

"Tricks of the Trade"
P.O. Box 3338
Oak Brook, Ill.
60522-3338

Contest Rules:
1. **No Purchase Necessary:** To enter, send a letter or standard size postcard with your best trick codes for any video game to "Tricks of the Trade", P.O. Box 3338, Oak Brook, IL 60522-3338, or e-mail us at: tricks@zd.com. Be sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be received by March 20, 1999. All entries become exclusive property of Sponsors and will not be acknowledged or returned. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization or household per issue. Winning entries may be printed in Expert Gamer and/or EGM, however, only one prize shall be awarded.
2. **Prizes:** First Prize winners will have their name and trick displayed in the magazine and will receive a video game cartridge selected by Sponsor. First Prize has an approximate retail value of $60.00. The best trick submitted by the First Prize winners will be declared the Grand Prize Winner. One Grand Prize winner will receive (in addition to the First Prize awards) one (1) GameShark. Grand Prize has an approximate retail value of $109.95. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Uniqueness (25%); (ii) Novelty (25%); (iii) Accuracy (25%); and (iv) Originality (25%). Judging to be held on or about March 25, 1999. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prizes become unavailable.
3. **Odds of Winning:** The number of winners and the odds of winning will be determined by number of valid entries received.
4. **Eligibility:** Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of ZD Inc., InterAct Accessories and their respective affiliates are not eligible. Neither ZD Inc, InterAct Accessories nor their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that ZD Inc, InterAct Accessories and their agents, representatives, and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prizes.
5. **Winners List:** For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "Tricks of the Trade Winners List," P.O. Box 3338, Oak Brook, IL 60522-3338. Requests for winners lists must be received by the 15th day of next month following the on-sale date of the publication. Allow 4 weeks for delivery of winners list.
6. **Restrictions:** Void where prohibited or restricted by law. All federal, state and local regulations apply.
7. **Sponsors:** This contest is sponsored by ZD Inc and InterAct Accessories, Inc. ©1999 ZD Inc. All Rights Reserved.
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Aero Gauge
All Tracks and Vehicles
To do this trick, you must have two controllers plugged into your system. Press **Start** on controller one until you get the Title Screen with "Push Start" on the bottom of the screen. On controller two, press **Up + Down-C + R button + L button + Z** simultaneously and then release them. Now press **Start** on controller one to enter the Grand Prix Mode. All the cars and tracks will be available in all modes! The code may be tricky to get at first, so if you're having trouble, try pressing the buttons multiple times to make it work. Once you access the new cars you will be able to select an N64 controller for your next flight.

All-Star Baseball '99
Alien Abductors Team
On the Main Setup Screen, move down to the Enter Cheats Option and access it. On the Enter Cheats Screen, enter the code, **ATEMYBUIK**. Then press **Start**. You will see words appear below the code saying, "Let the Abductions Begin." Now go to the Game Setup Screen and access the Stadium Select Option. Scroll down until you reach the last stadium; Alienapolis Park. Choose this stadium and begin a new exhibition game. Your team will be replaced by an alien team called The Abductors!

Banjo-Kazooie
Hidden Puzzles/Secret Appearance Codes
You must first beat the game to do this trick. Go to Banjo's house and inside, walk up to the picture of the mole. Standing in front of the fireplace but not touching it, press **Up-C** and look up at the picture of Bottles the Mole. If done correctly, Bottles should speak and congratulate you on finding his hidden puzzle game. Now you must play through and win the puzzle game, and once you do, Bottles will give you a password. Exit the puzzle, look up at the picture again, and you will be given a different, harder puzzle. You can do this up to seven times and each time you will get a new password. (Note: After the sixth puzzle, Bottles will tell you that there are no more games to play. Don't believe him. Look up at the picture once more and Bottles will say that there is one more puzzle to complete.) To make these codes work, exit Banjo's house and go to Treasure Trove Cove. Enter the puzzle-letter room and type out the codes by stomping on the letters. You cannot enter any of the codes shown unless you beat the puzzle game that gave you that actual code. To de-activate any codes, go to the puzzle-letter room and type in **NOBONUS**.
Here is a list of all the passwords and what they do:
BOTTLESBONUS: Big head Banjo
BOTTLESBONUSTWO: Big hands and feet for Banjo
BOTTLESBONUSTHREE: Big Kazooie
BOTTLESBONUSFOUR: Tall and skinny Banjo
BOTTLESBONUSFIVE: Tall, skinny Banjo with big hands and feet
BIGBOTTLESBONUS: Big everything, including Kazooie
WISHYWASHYBANJO: The witch doctor turns Banjo into a washing machine.
Secret Codes
First, start a new game or access a saved game. Go to Treasure Trove Cove without changing at Mumbo's hut in Mumbo's Mountain. Get to the Sand Castle, then enter the word, CHEAT on the floor tiles. You will hear a mooing sound for each letter of CHEAT you enter. Next, enter one of the following codes on the floor right after you enter the CHEAT letters. You will not hear any confirmation sound until you finish each code:
BANJOBEGSFORPLENTYOFEGGS (Infinite eggs)
LOTSOFGOESWITHMANYBANJOS (Infinite lives)
DONTBEADUMBOGOSEEMUMBO (99 Mumbo tokens)

Note: The "CHEAT" code may not work in all circumstances of all saved games. Make sure you enter the word, CHEAT every time before putting in any of these codes.

Trick of the Month
Turok 2: Seeds of Evil

Unlock all Cheats!

Nintendo 64

To unlock every cheat in the game, go to the Main Menu, and access the "Enter Cheat" Option.
1 Now enter the following code: **BEWAREOBLIVIONISATHAND**. This will unlock all the cheats! To activate any of them, go to the "CHEATS" section from the Main Menu to turn them on or off.

Matt Elliott; Fresno, Calif.

Body Harvest
Many Different Codes
KEY: This is the key for the following codes.

N=Up-C	**S**=Down-C	**E**=Right-C
W=Left-C	**U**=Up (on the direction pad)	
D=Down	**L**=Left	**R**=Right
A=A button	**B**=B button	**F**=Z button

For the following codes enter your name as "**ICHEAT**" and start a new game.
1st code: name: Fat Legs
Press these buttons on you control pad for fat legs: **L, A, R, D**
2nd code: name: All Weapons
Press these buttons on you control pad for All Weapons: **A, R, S, E, N, A, L**
3rd code: name: Powerful Weapons
Press the following on your control pad for Powerful Weapons: **S, N, U, F, F, L, E**
4th code: name: Bouncey Buildings
Press the following on your control pad for Bouncey Buildings: **S, U, R, R, E, A, L**
5th code: name: Mutant Mode
Press the following on your control pad for Mutant Mode: **S, U, F, F, E, R**
Note: After you have entered the codes

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Jewel: Pieces Of You (Atlantic) ♮ 03972

Iron Butterfly: In-A-Gadda-Da-Vida (Rhino/Atlantic) ✆ 04270

Bruce Springsteen: Born To Run (Columbia) 05134

Cypress Hill: Black Sunday (Ruffhouse/Columbia) ♮ 05178

Korn (Immortal/Epic) ♮ 05310

Aerosmith: Big Ones (Greatest Hits) (Geffen) 06271

Jimi Hendrix: Band Of Gypsys (Capitol) 08285

Frank Zappa: Apostrophe (') (Rykodisc) 08636

Jane's Addiction: Ritual de lo Habitual (Warner Bros.) ♮ 10020

Meat Loaf: Bat Out Of Hell (Epic) 10075

Stevie Ray Vaughan: In Step (Epic) 10092

Jeff Beck: Wired (Epic) 10439

Bryan Ferry/Roxy Music: Street Life—20 Greatest Hits (Reprise) 10490

Highwayman W/Cash, Jennings, Kristofferson, Nelson. (Columbia) 10898

Shania Twain: Come On Over *You're Still The One*, more. (Mercury) 21360

Cheap Trick: The Greatest Hits (Epic) 10918

The Best Of Stevie Nicks: Timespace (Modern) 10940

Bob Dylan: Blood On The Tracks (Columbia) 11006

Beethoven, Symphonies Nos. 5 & 7 Vienna Phil./Carlos Kleiber. (DG Originals) ✆ 11964

Dave Matthews Band: Crash (RCA) 12604

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Tchaikovsky, Ballet Suites Nutcracker, Swan Lake. Vienna Phil./Levine. (DG) 13673

Derek & The Dominos: Layla (Original Mix) (Polydor) 15710

Chris Isaak: Baja Sessions (Reprise) 15884

Lynyrd Skynyrd: Street Survivors (MCA) 15972

Paula Cole: This Fire *I Don't Want To Wait*, more. (Imago) ♮ 16096

Marilyn Manson: Antichrist Superstar (Interscope) ♮ 16097

Alan Jackson: Everything I Love (Arista Nashville) 16205

George Clinton: Greatest Funkin' Hits (Capitol) ♮ 16245

Barenaked Ladies: Rock Spectacle (Reprise) 16322

The Doors: Greatest Hits Remastered, enhanced CD! (Elektra) 16366

Makaveli: The Don Killuminati—The 7 Day Theory (Interscope) ♮ 16376

Rob Zombie: Hellbilly Deluxe (Geffen) ♮ 25717

Lost Highway/Sdtrk. Produced by Trent Reznor, featuring NIN, Smashing Pumpkins, more. (Interscope) 16956

Collective Soul: Disciplined Breakdown (Atlantic) 16984

The Temptations: The Ultimate Collection (Motown) 18077

Jonny Lang: Lie To Me (A&M) 18093

Backstreet Boys *Everybody (Backstreet's Back)*, more. (Jive 21975

Howlin' Wolf: His Best (Chess) ✆ 18323

Mary J. Blige: Share My World (MCA) 18325

Bob Marley & The Wailers: Natty Dread (Tuff Gong/Island) 18569

Third Eye Blind *Jumper*, more. (Elektra) 18606

Sara Evans: Three Chords And The Truth (RCA Nashville) 18677

Rush: Retrospective I (1974-1980) (Mercury) 18700

Neal McCoy: Greatest Hits (Atlantic Nashville) 18747

Edwin McCain: Misguided Roses (Lava) 18769

Rush: Retrospective II (1981-1987) (Mercury) 18806

Music Of Debussy And Ravel NY Phil./Masur. Boléro, La mer, more. (Teldec) 18922

K-Ci & JoJo: Love Always *All My Life, Don't Rush (Take Love Slowly)* more. (MCA) 18950

Puff Daddy: No Way Out *I'll Be Missing You*, more. (Bad Boy/Arista) ♮ 18964

Sarah McLachlan: Surfacing *Angel, Adia*, more. (Arista) 20052

Blues Traveler: Straight On Till Morning (A&M) 20067

The Best Of Aretha Franklin (Atlantic) 20078

Clint Black: Nothin' But The Taillights *The Shoes You're Wearing*, more. (RCA Nashville) 20287

Martina McBride: Evolution *A Broken Wing*, etc. (RCA) 20476

Busta Rhymes: When Disaster Strikes *Put Your Hands Where My Eyes Could See*, more. (Elektra) ♮ 20564

Smash Mouth: Fush Yu Mang *Walking On The Sun*, more. (Interscope) ♮ 20575

Trisha Yearwood: Songbook—A Collection Of Hits (MCA Nashville) 20618

Natalie Imbruglia: Left Of The Middle *Wishing I Was There, Torn*, more. (RCA) 22698

Diana Krall: Love Scenes (Impulse) 20627

The Very Best Of Yes (Atlantic) 20671

Usher: My Way *Nice & Slow*, more. (LaFace) ♮ 20969

Brian McKnight: Anytime (Mercury) 20974

Portishead (ffrr) 21012

John Michael Montgomery: Greatest Hits (Atlantic) 21101

Green Day: Nimrod *Redundant*, more. (Reprise) ♮ 21134

Kenny Wayne Shepherd Band: Trouble Is... (Revolution) 21138

Mindy McCready: If I Don't Stay The Night (BNA) 21212

Boyz II Men: Evolution *A Song For Mama*, more. (Motown) 21228

Salt-N-Pepa: Brand New (London) 21238

LSG: Levert.Sweat.Gill *Door No.1*, more. (EastWest) 21290

Next: Rated Next *Too Close*, more. (Arista) ♮ 21304

Stereolab: Dots And Loops (Elektra) 21306

Mase: Harlem World *Lookin' At Me*, more. (Bad Boy/Arista) ♮ 21345

Taj Mahal: An Evening Of Acoustic Music (House Of Blues) ✆ 21353

Mystikal: Unpredictable (Jive) ♮ 21354

Beck: Odelay (DGC) ♮ 21411

Nirvana: From The Muddy Banks Of The Wishkah (DGC) 21424

Days Of The New *The Down Town*, more. (Outpost/Geffen) 21461

Limp Bizkit: Three Dollar Bill, Y'All (Interscope/Flip) ♮ 21463

Orff, Carmina Burana Hoch, Olsen, Oswald. Montreal SO & Chorus/Dutoit. (London) ✆ 21611

Chico Debarge: Long Time No See (Kedar) 21636

Savage Garden *To The Moon And Back*, more. (Columbia) 21813

Mýa *It's All About Me*, more. (Interscope) 22936

Rage Against The Machine: Evil Empire (Epic) ♮ 21826

Patty Loveless: Long Stretch Of Lonesome (Epic Nashville) 21829

Wyclef Jean Feat. Refugee Allstars: The Carnival *Gone Till November*, more. (Ruffhouse/Columbia) 21847

Fiona Apple: Tidal (Work) 21850

Jon B.: Cool Relax *They Don't Know, Are U Still Down*, more. (Yab Yum/550 Music) 21852

Weather Report: Heavy Weather (Columbia) 21855

Will Smith: Big Willie Style *Just The Two Of Us*, more. (Columbia) 21988

G. Love & Special Sauce: Yeah, It's That Easy (Epic) 21998

The Best Of Collin Raye: Direct Hits (Epic Nashville) 22049

All Saints *Never Ever*, more. **(London) 22338**

Celine Dion: Let's Talk About Love *My Heart Will Go On (Love Theme From "Titanic")*, more. (550 Music) 22036

Titanic/Sdtrk. (Sony Classical) 22040

The Crystal Method: Vegas (Outpost/Geffen) 22108

Pulp: This Is Hardcore (Island) 22337

Keb' Mo' (Columbia) 22401

The Mavericks: Trampoline (MCA) 22433

Maná: Sueños Líquidos (WEA Latina) 22470

Rammstein: Sehnsucht *Du Hast, Engel*, more. (PolyGram) ♮ 22510

Mono: Formica Blues (Mercury) 22533

George Jones: It Don't Get Any Better Than This (MCA) 22758

Coal Chamber (Roadrunner) ♮ 22764

Machine Head: Burn My Eyes (Roadrunner) ♮ 22786

Cherry Poppin' Daddies: Zoot Suit Riot (Mojo/Universal) 22813

'80s Flashback

R.E.M.: Green (Warner Bros.) 00715

The Best Of Blondie (Chrysalis) 01245

Billy Idol: Rebel Yell (Chrysalis) 01959

Megadeth: Peace Sells But Who's Buying? (Capitol) ♮ 02008

Joe Jackson: Jumpin' Jive Swinging dance band classics! (A&M) 02211

Hüsker Dü: Warehouse: Songs And Stories (Warner Bros.) 02671

The Police: Every Breath You Take—The Classics (A&M) 03515

AC/DC: Back In Black (Atco) ♮ 05828

INXS: The Greatest Hits (Atlantic) 06369

The Very Best Of Elvis Costello & The Attractions 1977-86 (Rykodisc) 06956

The Specials: The Singles Collection (Chrysalis) 08028

The Best Of New Order (Qwest/Warner Bros.) 08153

The Smiths: Singles (Reprise) 08712

The Clash: Combat Rock (Epic) 10927

The Cure: Galore—The Singles 1987-1997 (Elektra) 21115

The Stray Cats: Runaway Boys—A Retrospective '81-92 (EMI) ✆ 16754

Eurythmics: Greatest Hits (Arista) 20611

Echo & The Bunnymen: Songs To Learn & Sing (Sire) 21140

Ozzy Osbourne: Blizzard Of Ozz (Epic) 21915

ZZ Top: Eliminator (Warner Bros.) 34129

Spinal Tap/Sdtrk. (Polydor) 34691

The Go-Go's: Greatest Hits (I.R.S./A&M) 50315

Van Halen: 1984 (Warner Bros.) 60018

U2: Rattle And Hum (Island) 00596

Talking Heads: Popular Favorites 1976-1992—Sand In The Vaseline (Warner Bros./Sire) ★ 01414

The Cars Anthology: Just What I Needed (Rhino/Elektra) ★ 04271

Scorpions: Deadly Sting—The Mercury Years (Mercury) ★ 20114

Prince: 1999 (Warner Bros.) ♮ 52483

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Jazzy Jeff & The Fresh Prince: Greatest Hits (Jive) 22901

Terri Clark: How I Feel (Mercury) 23070

Mark Wills: Wish You Were Here *I Do (Cherish You),* more. (Mercury Nashville) 23073

Tracy Byrd: I'm From The Country *On Again Off Again,* (MCA) 23125

Joe Ely: Twistin' In The Wind (MCA) 23126

Jagged Edge: A Jagged Era (So So Def/Columbia) ♮ 23170

Big Punisher: Capital Punishment (Loud Records) ♮ 23212

Buddy Guy: Heavy Love (Silvertone) 23215

Brooks & Dunn: If You See Her (Arista) 23225

Myron: Destiny (Island) 23245

Queen Latifah: Order In The Court (Motown) ♮ 23254

Tricky: Angels With Dirty Faces (Island) 23304

Eric Clapton: Timepieces—Greatest Hits (Polydor) 23385

City of Angels/Sdtrk. Goo Goo Dolls, Sarah McLachlan, Alanis Morissette, etc. (Warner Bros.) 24484

Ricky Martin: Vuelve *Casi Un Bolero, Copa De La Vida,* more. (Sony Latin) 23438

Garth Brooks: Sevens *Two Piña Coladas,* more. (Capitol) 23478

Eagles: Greatest Hits 1971-1975 (Asylum) 23481

Carlos Ponce (EMI Latin) 23797

Soundgarden: A-Sides 17-track best-of set. (A&M) 24937

Tori Amos: From The Choirgirl Hotel (Atlantic) 25530

The Urge: Master Of Styles (Epic) 25553

Bad Religion: No Substance (Atlantic) 25532

Ty Herndon: Big Hopes (Epic) 25551

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Monster Magnet: Powertrip (A&M) ♮ 23262

Total Dance Explosion Unique II, Ghostown DJs, more. (Columbia) 24182

Joe Satriani: Surfing With The Alien (Legacy) 24287

Fuel: Sunburn *Shimmer, Bittersweet* more. (550 Music) 24431

The Best of Santana (Columbia) 24458

Sublime: Stand By Your Van—Live In Concert (MCA) ♮ 24469

Jethro Tull: Aqualung (Chrysalis) 24705

Beastie Boys: Ill Communication (Capitol) ♮ 24717

Slayer: Diabolus In Musica (American) ♮ 24837

Clay Walker: Greatest Hits (Giant) 24852

Newsboys: Step Up To The Microphone (Star Song) 24912

Point Of Grace: Steady On (Word) 25051

Blind Faith (Polydor) ♮ 25073

Faith Hill: Faith *This Kiss, Let Me Let Go,* more. (Warner Bros.) 25238

Elvis Crespo: Suavemente (Sony Latin) 25370

Fear Factory: Obsolete (Roadrunner) ♮ 25520

The Corrs: Talk On Corners (Lava) 25556

Funkmaster Flex: The Mix Tape, Vol. III (Loud Records) ♮ 25562

Ugly Kid Joe: Very Best—As Ugly As It Gets (Mercury) ¢ 25564

They Might Be Giants: Severe Tire Damage (Restless) ¢ 25565

Ally McBeal/Sdtrk. *Hooked On A Feeling,* etc. (550 Music) 25571

Xscape: Traces Of My Lipstick (Columbia) 25575

The Tony Rich Project: Birdseye (LaFace) 25581

The B-52's: Time Capsule—Songs For A Future Generation (Best Of) (Reprise) 25585

Jeff Foxworthy: Totally Committed (Warner Bros.) 25591

Maxwell: Embrya (Columbia) 25702

'N SYNC *I Want You Back,* more. (RCA) 22535

Soul Asylum: Candy From A Stranger (Columbia) 25573

Billy Bragg & Wilco: Mermaid Avenue (Elektra) 25708

The X-Files/Sdtrk. (Elektra) 25711

Local H: Pack Up The Cats *All The Kids Are Right,* more. (Island) 25724

Elvis Costello & Burt Bacharach: Painted From Memory (Mercury) 25730

Everything: Super Natural (Sire) ¢ 25742

Grant Lee Buffalo: Jubilee (Slash) 25743

Rod Stewart: When We Were The New Boys (Warner Bros.) 25745

Bob Mould: The Last Dog And Pony Show (Rykodisc) ¢ 25861

The Black Crowes: Shake Your Money Maker (American) 25930

Latin Mix USA Ricky Martin, Celia Cruz, more. (Sony Discos) 26017

Tito Puente: Serie Cristal: Greatest Hits (RMM) 26046

A Tribe Called Quest: The Love Movement (Jive) 26080

Brand Nubian: Foundation (Arista) ♮ 26099

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Everclear: So Much For The Afterglow *Father Of Mine,* more. (Capitol) ♮ 21108

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Grease/Sdtrk. (Polydor) 35125

Traffic: John Barleycorn Must Die (Island) 44290

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Marvin Gaye: 15 Greatest Hits (Motown) ¢ 53534

Miles Davis: Birth Of The Cool (Capitol Jazz) ¢ 54138

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Eric Johnson: Ah Via Musicom (Capitol) 63459

Neil Young: Unplugged (Reprise) 64125

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Frank Sinatra: Sinatra Reprise—The Very Good Years (Reprise) 80304

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The Baddest Of George Thorogood And The Destroyers (EMI) 84002

Billy Joel: Greatest Hits, Vols. I & II (Columbia) ★ 05443

The Who: Quadrophenia (MCA) ★ 13585

Black Sabbath: We Sold Our Soul For Rock 'N' Roll (Greatest Hits) (Warner Bros.) 14595

Phish: Junta (Elektra) ★ 16369

Buffalo Tom: Smitten (Polydor) 25734

Canibus: Can-I-Bus (Universal) ♮ 25929

The Velvet Underground: Loaded (Fully Loaded Edition) (Rhino) ★¢ 16762

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5. ☐ CLASSICAL Yo-Yo Ma, Leonard Bernstein
6. ☐ JAZZ Wynton Marsalis, George Benson
7. ☐ METAL Iron Maiden, Pantera
8. ☐ R&B Brandy, Luther Vandross
9. ☐ ALTERNATIVE Sarah McLachlan, Beck
10. ☐ RAP Queen Latifah, Wu-Tang Clan
11. ☐ DANCE Backstreet Boys, Ace of Base
12. ☐ CHRISTIAN Point Of Grace, Michael W. Smith
14. ☐ GOSPEL God's Property, Fred Hammond
15. ☐ CHRISTIAN ROCK Jars Of Clay, Newsboys
16. ☐ LATIN Alejandro Fernández, Marc Anthony

4. ☐ Mr. ☐ Mrs. ☐ Ms. (PLEASE PRINT) First Name Initial Last Name

Address Apt.

City State Zip

( ) Phone Area Code

Signature

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JC2AC SN

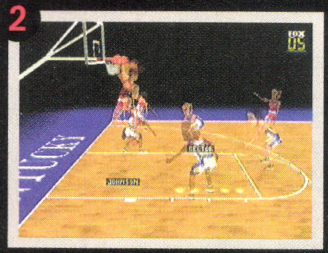
Fox Sports College Hoops '99

Various Codes

1 Enter the following codes at the Secret Codes Screen under the Options Menu for various results:
NOGGIN - Gives you Big Head Mode.
GHOST - Players become partially transparent.
Z-WOOD - Secret Court
TEAM-Z - Secret Team
NOFANS - Remove bleachers and crowd.
2 **TRAILS** - Transparent trails will follow the basketball.
BUZZ - Disable the Shot Clock.
THIRTY - Activate a 30-second game.
HOMIE - The referee calls fouls that favor the home team.

1

2



above, a confirmation screen will appear. If you have to, save the game and quit and then re-enter if the codes were confirmed, but did not work. (This usually happens for the **SNUFFLE** code).

Bust-A-Move 2: Arcade Edition

Another World

At the Title/Menu Screen, press the L button, Up, R button, Down. A little green character will appear on the lower right of the screen. This is how you know the code worked. Now go to the Game Select Screen and move over to the Puzzle Mode. The words, "Another World" will be underneath the Puzzle Mode. Select this mode to play an entire new set of levels!

Hidden Characters

At the Main Menu Screen, access "Game Start," and at the Game Select Screen, choose Puzzle Game. At the map with the letters, put in this code using the D-pad and the buttons: Left, Left, Up, Down, L button, R button, L button, R button, then press L+R button at the same time. This will bring up a Character Select Menu Screen where you can choose to play as the two dinos or the enemy characters. Now choose your destination and you're ready to play as a new character.

Cruis'n USA

Access New Tracks

This trick will give you access to three new tracks in the game.

On "Choose Race" Screen, highlight US 101 and hold L+Left-C+Down-C to access Golden Gate Park. Highlight Beverly Hills and hold L+Up-C+Right-C. Highlight Grand Canyon and hold L+Right-C+Down-C to access San Francisco.

Lights and Sirens Code

First, get a high score during any race and then scroll down to the bottom of the high score's list and hold Down-Left to make the conveyor belt move. After around 30 or more seconds, a head will scroll by. Now, exit and get back to the Car Select Screen. Choose either the bus or police car by holding Up-C, Left-C and Down-C at the same time and scrolling through the cars. At any time during the race, tap Brake, Brake, then hold the Gas button. Your lights and sirens will activate.

New Vehicles

At the Choose Car Screen, highlight any of the cars except for the red Ferrari. The trick will not work on this car. Once any of the others is highlighted (it will spin around), press and hold the Top, Left and Bottom C buttons simultaneously. The vehicle you highlighted will change into a different one! You can now play the game as a police car, a jeep or even a school bus! Keep holding these and press Start to choose it.

Chopper Attack

Extra Choppers

If you finish Mission 7 on the Normal level of difficulty, you'll get access to the King IO chopper. And if you finish Mission 8 on the Expert level, you'll gain access to the Stingray chopper.

Dark Rift

Character Endings and Bosses

Here are a bunch of codes that will enable you to play each character's endings and the ability to access the Bosses, Demitron and Sonork. To play as the Bosses, go to the Title Screen and enter L button, R button, Up-C, Down-C, Left-C, Right-C for Sonork. Enter A, B, R button, L button, Down- C, Up-C for Demitron. To access the character endings, go to the Title Screen and enter these:

For Aaron press: Up, Left-C, R button, Right, Down, R button, R button, Left-C.
For Demonica press: Up, Left-C, R button, Right, Down, R button, R button, Up-C.
For Demitron press: Up, Left-C, R button, Right, Down, L button, L button, Down-C.
For Eve press: Up, Left-C, R button, Right, Down, R button, R button, Right-C.
For Gore press: Up, Left C, R button, Right, Down, R button, R button, Down-C.
For Morphix press: Up, Left C, R button, Right, Down, R button, R button, B.
For Nikki press: Up, Left-C, R button, Right, Down, R button, R button, A.
For Scarlet press: Up, Left-C, R button, Right, Down, L button, L button, Left-C.
For Sonork press: Up, Left-C, R button, Right, Down, L button, L button, Up-C.
For Zenmuron press: Up, Left-C, R button, Right, Down, L button, L button, Right-C.

Deadly Arts

Play as Reiji

At the Title Screen press **A**, **B**, **Right**, **Left**, **Right**, **Left**, **Down**, **Down**, **Up**, **Up**. This will give you the secret character, Reiji! Go to the Player Select Screen and scroll through the characters to find him.

Diddy Kong Racing

Game Cheats

To enable these cheats, you must go into the Options Screen and enter into the Magic Codes Option. You can then turn them on and off at will, until you turn off the power. If you turn off the power, you will need to re-enter the codes again.

Horn Cheat: **BLABBERMOUTH**
Two-Player Adventure: **JOINTVENTURE**
All Balloons are Yellow: **BODYARMOR**
Disable Weapons: **BYEBYEBALLOONS**
No Limit to Bananas: **VITAMINB**
Zap the Zippers: **ZAPTHEZIPPERS**
Ultimate AI: **TIMETOLOSE**
Maximum Power-up: **FREEFORALL**
Start with 10 Bananas: **FREEFRUIT**
Big Characters: **ARNOLD**
Small Characters: **TEENYWEENIES**
Select Same Player: **DOUBLEVISION**
Four-Wheel Drive: **OFFROAD**

Doom 64

Cheat Menu

Go to the Password Option and enter: ?TJL BDFW BFGV JVVB. This will take you to the first level in the game. Then pause and you will notice a new option, "Features!" By selecting this, you will find all you need to conquer the game!

Duke Nukem 64

Cheat Menu and Codes

To access the Cheat Menu enter this code at the Title Screen:
L, **L**, **L button**, **L button**, **R**, **R**, **L**, **L**
Monsters Off/On:
L button, **L-C button**, **L**, **R button**, **R-C button**, **R**, **L**, **L**, **R**
Invincibility:
R button seven times then **L**
Turn items on:
R button, **R-C button**, **R**, **L button**, **L-C button**, **L**, **R-C button**, **R**

Extreme-G

Programmers' Faces

Go to the Bike Selection Screen. Press the R button to get to the Controls Screen. Move Up and access the Name option. Clear the current name and enter XGTEAM as the name. Press Start; listen for a sound to confirm the trick works. Now go back in and enter a programmer's name: GREG, JUSTIN, ASH, SHAWN or JOHN. In Practice or Time Trials Modes, you will see your face of choice on the top of the bike as you race. In Shoot-'Em-Up Mode, you will be chasing multiple copies of your chosen face!

Extreme-G: XG2

Many Cool Codes

To get any of these codes to work, just get to the Bike Selection Screen and press the **R button** to get to the Customize Screen. Now move over to the "Enter Name" Option, access it and put in the passwords for the results shown below:
SPIRAL - Causes the track to spin around.
2064 - Use paper airplanes/WipeOut-style ships in place of cyber bikes.
LINEAR - Wire Frame Mode
XXX - Unlimited Nitros
SPYEYE - Overhead view

F-1 World Grand Prix

Hidden Racers and Bonus Track

After pressing **Start** at the Title Screen, go to the Main Menu and choose Exhibition. On the next screen, pick the Drivers Option. Scroll with the pad or the analog stick until you reach Driver Williams. Press button **A** and choose the "Edit Name" Option. Using the pad, edit the last name (Williams) to the word, **Chrome**. When you are finished, exit all the way back to the Title Screen. Now enter the Drivers Option again and scroll until you see a new character called Silver Driver. This driver is fast on the straight-aways. To get the Gold Driver, do the exact same code again, but this time replace the last name with the word **Pyrite**. If you want to drive on the hidden Bonus Track, do the exact same code again, but this time replace the last name with the word **Vacation**. Instead of the Drivers Option, go into the Courses and scroll until you see the Bonus Track, complete with a volcano!

FIFA Soccer 64

Easy Win

During the match, pause and access the Controller Select Option. Then move the controller icon under the other team's flag. When you go back to the game, dribble the ball into that team's own goal. Repeat this process until you have enough points, and before the match ends, make sure you switch back to the winning team. You are assured to win every time!

Forsaken 64

Awesome Codes

Turbo Crazy: At the Title Screen where "Press Start" is scrolling, press **B**, **B**, **R button**,

GameShark CODES

Battletanx

GameShark Codes

Have Storm Ravens Gang:
801257a00001 **801357730001**

Buck Bumble

GameShark Codes

Infinite Lives: **810e96520005**
Infinite Health: **810e92d842b0**
Infinite Ammo: **810e92e603e8** **810e92ea03e8** **810e92ee03e8** **810e92f203e8** **810e92f603e8** **810e92fa03e8** **810e92fe03e8** **810e930203e8** **810e930603e8** **810e930a03e8** **810e930e03e8**
Have All Keys:
810e92e00101 **800e92e20001**

Dual Heroes

GameShark Codes

Infinite Energy P1:
d022671c0000 **8122671c00fa**
Infinite Energy P2:
d022671e0000 **8122671e00fa**
Infinite Time:
d02267240000 **81226724003c**
1 Win To Win P1:
d02267150000 **802267150001**
P1 Never Wins:
d02267150001 **802267150000**
Lasers Never Overheat:
81170b9842c8
Infinite Shield: **81170b8C42c8**
Infinite Nitros:
81170b660003 **81170b620003**
100 Points: **80183a330064**

Extreme-G 2

GameShark Codes

Super Speed Mode: **81092b8a0800**
Blurry Mode: **81092b8a1000**
No Panel Mode: **81092b8a4000**
Ugly Mode: **81092b8a0001**
Wire Frame Mode: **81092b8a0004**
Overhead View: **81092b8a0008**
Constant Random Weapons:
81092b8a0080
Tron Mode: **81092b8a0002**
Extra Tracks:
80182f870001 **8018305f0001** **80183137 0001** **8018320f0001** **80183 2e70001** **80183 3bf0001** **80183 4970001** **80183 6470001** **8018371f0001** **80183 7f70001**
Extra Characters: **801839cf0001** **801839d30001** **801839d70001**

FIFA 99

GameShark Codes

Home Team Scores 0:
800375b70000
Away Team Scores 0:
800375b30000
Home Team Scores 9:
800375b70009
Away Team Scores 9:
800375b30009

Glover

GameShark Codes

Infinite Double Jumps:
8028fc070000
Press L Button To Levitate:
d02ae9050020 **812903343e0**

Knife Edge

GameShark Codes

Infinite Armor: **8011d4670064**

GameShark CODES

Knife Edge
GameShark Codes Continued

Level 11 Vulcan Cannon: 801239b3000a
Infinite Bombs: 8011d46f0003

Milo's Astro Lanes
GameShark Codes

Bowl A Perfect Game P1:
800ac9f0000a 800ac9fc000a
800aca080000a 800aca140000a
800aca200000a 800aca2c000a
800aca380000a 800aca440000a
800aca500000a 810aca5c0a0a
800aca5e0000a

NBA Live 99
GameShark Codes

Home Team Scores 150: 801d34510096
Home Team Scores 0: 801d34510000
Away Team Scores 150: 801d401d0096
Away Team Scores 0: 801d401d0000
Infinite Time Outs Home Team: 801d34580007
No Time Outs Home Team: 801d34580000
Infinite Time Outs Away Team: 801d40240007
No Time Outs Away Team: 801d40240000

Nightmare Creatures
GameShark Codes

Spider Cards: 810a4bae0009
Proximity Mines: 810a4bb00009
Repulsive Smoke: 810a4bb20009
Dynamite: 810a4bb60009
Flash: 810a4bb80009
Fire Bombs: 810a4bba0009
Multigun: 810a4bbc0009
Berzerkers: 810a4bbe0009
Super Healing: 810a4bc00009
Healing: 810a4bc20009
Chaos: 810a4bc40009
Gun: 810a4bc60009
Infinite Lives: 800a4b530009

Rogue Squadron
GameShark Codes

All Levels/Ships: 80130b4d007e
Extra Shields: 81137e7c4316
Infinite Lives: 80130b100008
Infinite Secondary Weapons: 8010ca320008

Twisted Edge
GameShark Codes

Have 50,000 Stunt Points: 810829b8c350
Low Timer: 811496000000 811496020000
Extra Boards: 81082a040003 81082a06ffff
Extra Tracks: 810829fcbffe
Extra Characters: 810829f807ff
Extra Difficulties: 810829f00700

Virtual Pool
GameShark Codes

Ball In Hand P1: d02ef7980000 802ef79c0002
Ball In Hand P2: d02ef7980001 802ef79c0002
Always Ball In Hand: 802ef79c0002
Always P1's Turn: 802ef7980000
Always P2's Turn: 802ef7980001

Up, **Left**, **Down**, **Up-C**, **Left-C**. The words "Turbo Crazy On" will appear on the screen to confirm it worked. You now have unlimited Nitro boosts!
Wire Frame: At the Title Screen where "Press Start" is scrolling, press **L button**, **L button**, **R button**, **Z**, **Left**, **Right**, **Up-C**, **Right-C**. The words "Wire Frame On" will appear on the screen to confirm it worked.

Hexen 64
Incredible Cheat Menu

Go into the game and press **Start** to pause. At the Pause Screen Menu, enter the main cheat code with the **C buttons** on your controller: **Up-C**, **Down-C**, **Left-C**, **Right-C**. You will hear a sound and a new "Cheat" Option will appear underneath the other options. Access this option and you will see some faded, dark red options that you cannot access. More codes must be entered to make the rest of the cheats work. Enter the following codes quickly on the Cheat Menu:
God Mode: (invincibility) **Left-C**, **Right-C**, **Down-C**
Clipping: (go through walls) **Up-C** 20 times, **Down-C**
Visit: (Level Select) **Left-C**, **Left-C**, **Right-C**, **Right-C**, **Down-C**, **Up-C**
Butcher: (instant enemy death) **Down-C**, **Up-C**, **Left-C**, **Left-C**
Health: (100 percent health boost) **Left-C**, **Up-C**, **Down-C**, **Down-C**

Gex 64
99 Lives and Every Remote

At the Main Menu Screen, choose the Load Game Option. On the next screen, choose "Password." Now enter the following password as shown to get the trick to work:
M758FQRW3J58FQRW4!
This will give you 99 Lives and every remote, so you don't have to gather them all! You can see the results of the code immediately by pressing **Start** to pause the game and then moving down to "Stats" and accessing it with **button A**. Now you can warp to Rez without having to go through the entire game. You'll also have 99 lives to try to beat him!

Glover
Codes, Codes and More Codes

To use the following codes press Start to pause the game while playing. Enter the following C-buttons while it is paused.
Infinite life: Up-C, Up-C, Up-C, Up-C, Up-C, Right-C, Down-C, Right-C
Speed up spell: Left-C, Left-C, Right-C, Up-C, Right-C, Left-C, Down-C, Down-C
Frog spell (become a frog): Up-C, Right-C, Down-C, Right-C, Up-C, Left-C, Left-C, Up-C
Secret cheat: Down-C, Up-C, Right-C, Right-C, Down-C, Left-C, Right-C, Right-C
Call ball: Up-C, Left-C, Left-C, Up-C, Right-C, Left-C, Down-C, Up-C
Checkpoints: Down-C, Down-C, Right-C, Left-C, Up-C, Up-C, Down-C, Left-C
Death spell: Up-C, Left-C, Left-C, Left-C, Left-C, Up-C, Right-C, Up-C
Low gravity: Left-C, Left-C, Up-C, Left-C, Right-C, Up-C, Up-C, Up-C
Shift camera to the left: Right-C, Down-C, Right-C, Down-C, Up-C, Up-C, Right-C, Left-C
Hercules spell (big Glover): Down-C, Down-C, Down-C, Left-C, Left-C, Down-C, Right-C, Left-C
Frog spell (turn people into frogs by pressing R): Down-C, Left-C, Down-C, Down-C, Left-C, Down-C, Up-C, Left-C
Open portals: Up-C, Right-C, Right-C, Down-C, Left-C, Down-C, Up-C, Right-C
Locate garibs: Left-C, Up-C, Right-C, Down-C, Left-C, Up-C, Left-C, Left-C
All cheats off: Down-C, Down-C, Down-C, Down-C, Down-C, Down-C, Down-C, Down-C

GoldenEye 007
Time Codes

Codes will be revealed by completing each level under a certain time, at a certain difficulty level. Here are the levels and times you need:

Level 1: **Dam-Paintball Mode-Secret Agent-2:40**
Level 2: **Facility-Invincibility-00 Agent-2:05**
Level 3: **Runway-DK Mode-Agent-5:00**
Level 4: **Surface-2x Grenade Launcher-Secret Agent-3:30**
Level 5: **Bunker-2x Rocket Launcher-00 Agent-4:00**
Level 6: **Silo-Turbo Mode-Agent-3:00**
Level 7: **Frigate-No Radar (Multi)-Secret Agent-4:30**
Level 8: **Surface2-Tiny Bond-00 Agent-4:15**
Level 9: **Bunker2-2x Throwing Knives-Agent-1:30**
Level 10: **Statue-Fast Animation-Secret Agent-3:15**
Level 11: **Archives-Invisibility-00 Agent-1:20**
Level 12: **Streets-Enemy Rockets-Agent-1:45**
Level 13: **Depot-Slow Animation-Secret Agent-1:30**
Level 14: **Train-Silver PP7-00 Agent-5:25**
Level 15: **Jungle-2x Hunting Knives-Agent-3:45**
Level 16: **Control-Infinite Ammo-Secret Agent-10:00**
Level 17: **Caverns-2x RC-P90s-00 Agent-9:30**
Level 18: **Cradle-Gold PP7-Agent-2:15**
Level 19: **Aztec-2x Lasers-Secret Agent-9:00**
Level 20: **Egyptian-All Guns-00 Agent-6:00**
Bond Photos (via a GameShark)

This GameShark code reveals pictures, on the Selection Screen, of three of the four James Bond actors from the movies. Using a GameShark, create a new code called All Bonds (or any other name you like). Then enter: **A002B19B 00__**
For the two spaces, enter **01** to see Roger Moore, **02** to see Timothy Dalton or **03** to see Sean Connery. Begin your game with one of the codes on, and then begin a multiplayer game. Sadly, you can't play the Bond actors; the programming was removed from the game.
Secret Level Editor

Once you finish every single level in the game on the "00 Agent" difficulty setting (plus bonus levels 19 and 20), a special "007 Mode" will open. This is an Editor Screen, in which you can configure options such as Enemy Health, Enemy Damage, Enemy Accuracy and Enemy Reaction Speed!
Same Player in Multiplayer

Play in Multiplayer Mode using two of the same character. To do this, plug in four controllers. Enter Multiplayer Mode and select four characters with each controller, having players three and four be the duplicates. Then go back to the Multiplayer Screen and unplug controllers three and four. Have players one and two choose the players where three and four were. Go back to the Multiplayer Screen once again and plug players three and four back in. Be sure to change the Player Option back to four. Now when you begin your match, there should be two of the same character!

Iggy's Reckin' Balls
All Tracks and Balls

These codes will get you all the tracks and balls without beating the game!
On the Title Screen, hold the **Z button** and then press the top **R button**.
The "Enter Cheat" Screen will appear. Now enter the following codes for the results as shown:
HAPPYHEADS - All balls are open (except Iggy's girlfriend).
THEUNIVERSE - Opens up all the tracks.

International Superstar Soccer 64
New Teams, Big Heads

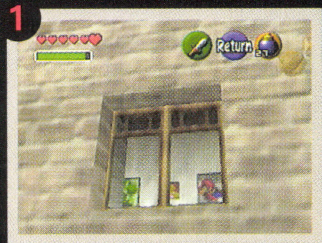
It has been found that this game has two additional teams that have been hidden. There are two ways you can find them. You can either play through and beat the entire League Mode, or go to the Title Screen and

Legend of Zelda: Ocarina of Time

Hidden Pictures

Find the place in the Hyrule Castle courtyard where you meet Princess Zelda for the first time. When there, look to your left and right; there will be windows.
1 Look (with **Up-C**) to the right window and you will see pictures of Yoshi, Mario, Luigi, Bowser and Princess Toadstool! Now, take aim with your slingshot and shoot at the window. A red rupee will pop out, and you will be able to collect it for a gain of 20 rupees! If you take aim and shoot the window on the left, a guard will pop out, scold you and then throw a bomb right back at you!

1

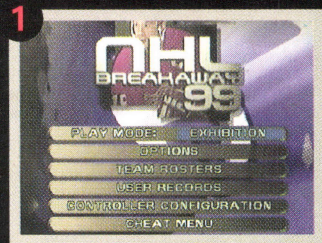


NHL Breakaway '99

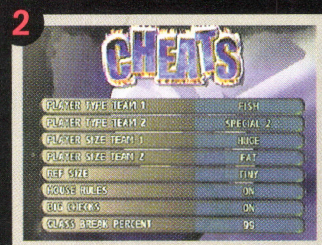
All Cheats

1 At the Main Menu Screen, quickly press **C-Left**, **C-Right**, **C-Left**, **C-Right**, **R**, **R**. A Cheat Menu Option will appear below the other menu items.
2 Access this option to change the player types, sizes, checks and glass break percentage.

1



2



stop it before it multiplies.

[the plague.]

[not the praise.]

["Stunning spell effects" —*EGM*]

["Deep, involving storyline...beautiful graphics" —*GamePro*]

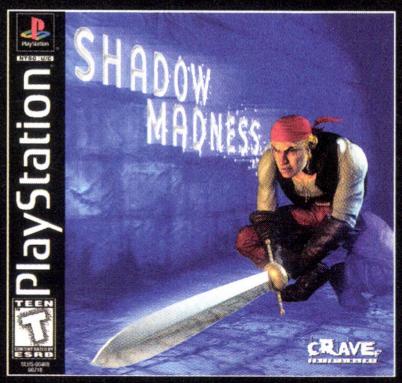
["Beautifully rendered" —*Next Generation*]

["Loaded with exquisite music." —*Gamer's Republic*]

["Unravels like a good mystery...epic" —*PSM*]

["A highly interactive world." —*PSExtreme*]

[www.shadowmadness.com]



CRAVE ENTERTAINMENT

craveyard

PlayStation®

TEEN T CONTENT RATED BY ESRB

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put in the code as follows with the control pad and buttons: Up, L button, Up, L button, Down, L button, Down, L button, Left, R button, Right, R button, Left, R button, Right, R button, B, A, press and hold the Z button and press Start. You will hear a sound confirming that it worked. Now, choose your mode of play and a one- or two-player game, both VS. CPU or CPU VS. CPU. On the next screen, scroll through the teams and you will see there are two new team icons to choose.

Another code is big heads for the players. Go to the Title Screen and enter this code as shown: Top C, Top C, Bottom C, Bottom C, Left C, Right C, Left C, Right C, B, A, then hold the Z button and press Start. All of the players on the screen now have huge heads!

Mace: The Dark Age

Cheats Menu and Secret Characters

These tricks will give you extra characters in the game! Just follow the methods for the results shown below: War Mech and Ichiro: When the Legal Screen appears, press Down, Right, Up, Left. You will hear a sound, and you may now choose them from the Character Select Screen.

Grendal: Win three matches against three human opponents. After three wins, go back to the Character Select Screen and press and hold Start on the Executioner. Choose him with button A or B.

Ned the Janitor: On the Character Select Screen, press the Start button on the following characters in this order: Koyasha, Executioner, Lord Deimos. Then go to Xiao and press the A or B button. Pojo the Chicken: Choose Taria and defeat a human opponent with her Execution move (stand about Foot Sweep-distance away, hold the Strong button and let go). Before the next match, press Start on controller two. Back at the Character Selection Screen, move down to Taria's profile and hold the Start button. Pojo will appear in place of Taria! Keep holding the Start button and press A or B to choose the chicken. On this screen, player two may also pick Pojo by holding Start on Taria's profile.

Small Mode: Here's a fun cheat to enter in this game that will enable you to fight as small characters. While playing in Vs. Mode (both controllers plugged in) go to the Character Select Screen. Highlight and press the Start button on each of these characters in this order: Takeshi, Al' Rashid, Ragnar and Xiao Long.After doing so and if time permits, you may choose a different character. Then when you begin the match, you should start off in Small Mode!

Madden NFL 99

Cheat Codes

On the Main Menu Screen, highlight and access the "Code Entry" Option.
On the Code Entry Screen, choose the New Code Option and enter any of these codes as shown below:

Bonus Teams:
NFC Pro Bowl - **BESTNFC**
AFC Pro Bowl - **AFCBEST**
All-Madden Team - **BOOM**
All-Time Stat Leaders - **IMTHEMAN**
'60s Greats - **PEACELOVE**
'70s Greats - **BELLBOTTOMS**
'80s Greats - **SPRBWLSHUFL**
'90s Greats - **HEREANDNOW**
All-Time Greats - **TURKEYLEG**
75th Anniversary Team - **THROWBACK**
NFL Equipment Team - **GEARGUYS**
1999 Cleveland Browns - **WELCOMEBACK**
EA Sports - **INTHEGAME**
Tiburon - **HAMMERHEAD**
Bonus Stadium:
Tiburon Stadium - **OURHOUSE**

Mike Piazza's Strike Zone

Various Cheats

Alternate Skies: Enter **L**, **R**, **L**, **R** at "Today's Game Screen." Now enter **Right-C**, **A**, **Z**, **Up-C**, **L**,**R**, **Z** for alternate skies.
Aluminum Bats: Go to the "Today's Game Screen" and enter **L**, **R**, **L**, **R**, then press **R**, **A**, **Z**, **B**, **A**, **L**, **L** for Aluminum Bats.
Colorful Bats: Go to the "Today's Game Screen" and enter **L**, **R**, **L**, **R**. Then: **R**, down, **B**, **A**, Right for red bats **B**, **L**, **B**, **A**, Right for blue bats.
Crazy Ball: Go to the "Today's Game Screen" and enter **L**, **R**, **L**, **R**. Now do this: **Right-C**, **A**, **Z**, **B**, **A**, **L**, **L**.
Crazy Pitch: Go to the "Today's Game Screen" and enter **L**, **R**, **L**, **R**. Now do this **Right-C**, **A**, **Z**, **Up-C**, **R**, **B** for Crazy Pitch.
Credits: Enter the following code at the Title Screen to enable a Credits Option: **R**, **A**, **Z**, **R**, **Right-C**, **A**, **B**.
Devil's Thumb Stadium: Go to the "Today's Game Screen" and enter **L**, **R**, **L**, **R**, then press right (D-pad), **A**, **Up-C**, **L**, **A**.
Easy Home Runs: Go to the "Today's Game Screen" and enter **L**, **R**, **L**, **R**. Now do this: Press **L**, **A**, **Down** (D-pad), **R** to always hit a home run.
Easy Steals: Go to the "Today's Game Screen" and enter **L**, **R**, **L**, **R**. Then: **Left-C**, **A**, **Down** (D-pad) **Up-C**, **Z** for easy steals.

Mission: Impossible

Many Different Codes

Enter all of these codes during the Mission (Level) Select Screen:
Uzi with 30 rounds: **Right-C**, **Left-C**, **Right-C**, **Down-C**, **R**
Mini-Rocket Launcher with 30 rockets: **R**, **L**, **Left-C**, **Right-C**, **Down-C**
7.65 Silencer with 50 rounds: **Up-C**, **L**, **Right-C**, **Left-C**, **Up-C**
9mm HI POWER with 30 rounds: **R**, **L**, **Down-C**, **Up-C**, **Up-C**
After you enter a code correctly then you will hear Ethan say, "There, that's better."

MLB Featuring Ken Griffey, Jr.

Unhittable Pitch

Place the crosshair anywhere inside the strike zone except inside the yellow hitting circle. Holding the crosshair where you want it, press and hold the **Z button** and then press the **Left**, **Right** or **Up-C button** to look at one of the bases. Release the **Z button** first and then the **Up-C button** and then the screen should go back to looking at the batter. There will be no crosshair or hitting circle. Now throw the pitch you want and the computer will swing and miss or watch it go by for a strike. It is suggested that you throw change-ups so your pitcher will not get tired.

Secret Teams

On the Baseball Main Menu, highlight Exhibition and press **Up-C**+**Left-C**+**Right-C**+**Down-C** simultaneously and repeatedly until you hear a sound to confirm the trick worked. Now select Exhibition Mode and choose the All-Star Division. You will find two more teams: Angel Studios and Nintendo!

Awesome Codes

Enter any of these codes to see some strange and awesome visual results!

Angels in the Outfield
After fielding the ball on any play, run to any base except first base. Throw the ball around the bases in this order: 1st, 2nd, 3rd, Home, 3rd, 2nd, Home, 1st, 2nd, 3rd, Home. On the next play where the batter hits the ball to the outfield, have your fielder do a running dive with **button A**, but not toward the ball. Your fielder will leap into the air and stay there! Press **A** to swim flap your arms and **B** to swim through the air with your feet. If you let go of the controls for a little while, he will land.

Pitcher Dance
When you are pitching, press **Up**, **Up**, **Down**, **Left**, **Left**, **Right**, **Right**, **Left**, **Left**, **Down**, **Up**, **Up** before you throw a pitch. Your pitcher will then dance right on the mound!

Home Run Griffey
Choose the Seattle Mariners as your team. When Ken Griffey Jr. comes up to bat, press **Left**, **Left**, **Right**, **Right**, **Right**, **Left** , **Left**. Once you enter this, he will point his bat to the stands. The next hit should be a home run!

Win the World Series
To see the World Series celebration and the game's credits, choose both the home and away teams as the same team. You will be sure to get the celebration for your team of choice.
Go to the Stadium Select Screen and press **Left-C**, **Right-C**, **Left-C**, **Left-C**, **Right-C**, **Down-C**, **Up-C**, then **Z**. You will automatically be taken to the celebration!

Blow Up the Batter
When you are up to bat, press **Right**, **Left**, **Down**, **Right**, **Left**, **Up**, **Right**, **Left**, **Down**. Your batter will then explode, but he will return after the next pitch. The timing is tricky on this one, so you may have to enter it a few times to make it work.

Mortal Kombat 4

Cheats Menu/Secret Characters

Cheats Menu: From the Main Menu, access the Options. In the Options Screen, highlight the "Continues 3" Option. Then hold the **Block**+**Run buttons** at the same time for about 10 seconds, or until a Secret Menu appears. Once you see the secret "Cheats" Menu, you will be able to turn on and off endings, fatalities and level fatalities!
Secret Characters: The next tricks will let you access the hidden Goro and Noob Saibot!
Goro: On the Fighter Select Screen, highlight and select the "Hidden" button on the bottom of the screen. Move **Up** three times and **Left** once (highlighting Shinnok). Then press **Run**+**Block** simultaneously. When you go to the first round of the fight, you will be playing as Goro!
Noob Saibot: On the Fighter Select Screen, highlight and select the "Hidden" button on the bottom of the screen. Move **Up** two times and **Left** once (highlighting Reiko). Then press **Run**+**Block** simultaneously. When you go to the first round of the fight, you will be playing as Noob Saibot!
(Note: This trick was done on a preproduction version of the game and is subject to change.)

Mortal Kombat: Mythologies

Password Cheats

Go into the Password Option and enter them as shown. If you do the urns and lives codes correctly, you will hear the sound of fire after you exit. With the other codes, the effects are evident when you exit the screen.
10 Vitality Urns: NXCVSZ
1,000 Lives: GTTBHR
View Credits: CRVDTS
Ultimate Cheat: ZCHRRY
Exploding Boss: RCKMND

NASCAR 99

Hidden Announcer Car

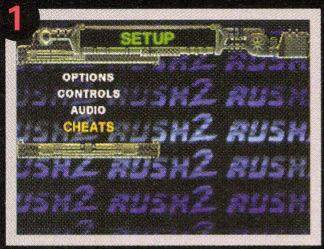
To play as the commentator, Benny Parsons, just follow this method: On the Main Menu

Rush 2: Extreme Racing USA

All Cheats

1 At the Setup Screen, hold **C-Up**+**C-Down**+**C-Left**+**C-Right**+ **L**+**R**+**Z**. The Cheat Menu will appear.
2 Then go into the Cheat Menu, highlight any Cheat Option and press **L**+**R**+**Z**+**C-Up**+**C-Down**+**C-Left**+**C-Right** repeatedly until each cheat becomes selectable.

1



2

NFL Quarterback Club '99

Awesome Cheats

1 Enter these codes at the Cheat Menu for some cool options in the game:
Alien Stadium: **SCLLYMLDR**
Super-Size Football: **BCHBLL**
No Fumbles: **STCKYBLL**
8 Downs: **DBLDWNS**
Electric Football Mode: **XTRVLTG**
He's On Fire!!!: **HSNFR**
2 Fat Players: **MRSHMLLW**
Flubber Ball: **FLBBR**
Super Kickers: **PWRKCKR**
Mega Injuries: **HSPTL**
Racquetball Mode: **RCQTBLL**
Huge Pylons: **PWRPYLNS**
Unlimited Turbo: **TRBMN**
Play in Slow Motion: **FRRSTGMP**
Cheat Teams: **XTRTMS**
Always Fumble: **BTTRFNGRS**
Pinball Mode: **PNBLL**
Big Coin in Coin Toss: **BGMNY**
Land Mine Mode: **PPCRNRTRNS**
Rugby Mode: **RGBY**
Skinny Players: **TTHPCK**
Superslippery Mode: **SLPNSLD**

John Bruner; Fairfax, Va.

1

2

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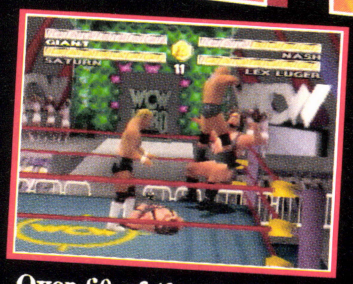

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WINDOWS 95

SPORTS

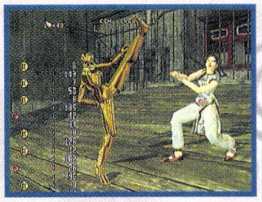
Dreamcast TRICKS

Note: These tricks work on the Japanese version of the games and are subject to change.

Virtua Fighter 3tb

Play As Dural

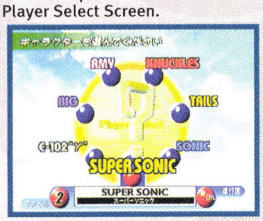
Play as Dural in Training Mode:
At the Character Selection Screen press Start+Y+A at the same time.
Play as Gold Dural in Training Mode:
At the Character Selection Screen press Start+X+A at the same time.



Sonic Adventure

Play As Super Sonic

First, you need to beat the game with all of the characters. When that happens, you will be able to choose Super Sonic from the Player Select Screen.



You'll begin as regular Sonic in Mystic Ruins by the lake. Go into the cave (formed be an explosion) until you reach the green Crystal Shrine. Head around back until you find the place Dr. Robotnik (Eggman) crashed. You'll see a new cinema, and fire will surround the Crystal Shrine. Run toward the shrine for another cinema. This is where Chaos comes in. Keep heading toward the shrine and another cinema will be triggered. Once Tails wakes you up, go back to the lake in Mystic Ruins. Now go through the mine car tunnel and another cinema will appear that resembles the first cinema of the game. Sonic will be faced with Perfect Chaos and his friends will gather all the Chaos Emeralds and give them to Sonic to make him Super Sonic for the final battle!

Screen, choose a Single Race. On the Single Race Screen, move down to "Select Track." Now choose the Richmond Track.
Now move up and highlight the Select Car Option. With this option highlighted, enter this code very quickly (within four seconds): **Up-C, Right-C, Down-C, Left-C, Z, Z, Z, L button, Z, Z.**
The Benny Parsons car will now appear!

NFL Blitz

Incredible Blitz Codes!

Cheat Codes
On the Team Vs. Screen, enter any of these codes with the Turbo, Jump and Pass buttons and then a direction on the control pad. Note: Some codes need to be entered by the second player as well, and are noted as such.

0-4-0-Up	Huge Head
1-1-1-Down	Tournament Mode (2P)
3-2-1-Left	No Head
1-2-3-Left	Super FGs
1-2-3-Right	Headless Team
0-1-0-Up	Late Hits
0-5-0-Right	Big Football
2-0-0-Right	Big Head
5-0-0-Left	No Stadium
1-5-1-Up	No Punting
4-3-3-Up	Invisible
2-1-2-Left	Clear Weather
5-3-4-Down	Lights Out
5-2-5-Down	Weather: Snow
0-3-2-Left	Fast Turbo Running
0-0-1-Down	Show FG%
0-1-2-Down	No CPU Assistance (2P)
0-3-0-Down	Fog on
0-4-1-Down	Thick Fog
3-1-4-Down	Smart CPU
4-2-3-Down	No Random Fumbles
2-0-3-Right	Big Heads (team)
2-1-0-Up	No First Downs
1-4-1-Right	Big Players
3-1-0-Right	Mall Players
1-1-5-Left	No Play Selection (2P)
0-4-5-Up	Super Blitzing
2-5-0-Left	Fast Passes
2-1-1-Left	Allows Out Of Bounds
5-1-4-Up	Infinite Turbo
2-3-3-Up	Power-up Teammates
3-1-2-Left	Power-up Blockers
4-2-1-Up	Power-up Defense
0-2-1-Right	Show More Field (2P)
1-0-2-Right	Hide Receiver Name
4-0-4-Left	Power-up Speed (2P)
2-2-2-Right	Night Game
5-5-5-Right	Weather: Rain
5-5-5-Up	Hyper Blitz
3-4-4-Up	No Interceptions

Hidden Players
When asked to Enter a Name for Record Keeping, choose "Yes." Now enter one of the names shown below and the pin number to access the following players. You will know that you entered them correctly if you hear the announcer say, "Lights out, baby!"

Turmel	0322	Mark Turmell
Sal	0201	Sal Divita
Jason	3141	Jason Skiles
Jenifr	3333	Jennifer Hedrick
Daniel	0604	Dan Thompson
Japple	6660	Jeff Johnson
Root	6000	John Root
Luis	3333	Luis Mangubat
Mike	3333	Mike Lynch
Gentil	1111	Jim Gentile
Brain	1111	Brain
Forden	1111	Dan Forden
Skull	1111	Skull
Carltn	1111	Headless Guy
Shinok	8337	Shinnok from Mortal K.
Raiden	3691	Raiden from Mortal K.

Other Secret Players
Enter these codes the same way as the ones above.

Thug	1111	Van	1234
Billz	0526	Zz	1221
Jimk	5651	Marka	1112
Ed	3246	Todd	1122
Mitch	4393	John	5158
Josh	4288	Ryan	029
Beth	7761	Brian	0818
Grinch	2220	Paulo	0517
Lt	7777	Nico	4440
Gatson	1111	Guido	6765
Rog	8148	Monty	1836
Shun	0530	Gene	0310
Paula	0425	Dbn	6969

NFL Quarterback Club '98

Many Cheat Codes

On the Main Menu, access the Enter Cheat Option. Now enter any of these codes for various results:
SPRTRBMD - All players run in Turbo Mode.
FRMBYFRM - Players move in slow motion.
NBCTCKLS - Tackle ball carrier is turned off.
SPRDPRTCKL - Always tackle
TGHTGRP - No turnovers
SPRTMMD - All player attributes are at maximum.
LDSTRTRK - When QB throws the ball, it appears in the receiver's hands.
YNSTYNS - Discipline and Awareness is set to maximum for all players.
BGTWSTRS - Ball carrier spins around constantly until he's tackled.
TRNTDLFR - QB accuracy is set to zero for all QBs.
LLDFSCK - All defensive attributes are set to zero.
LLFFSCK - All offensive attributes are set to zero.
BGSPRDV - Dive distance is greater.
SPRBGRMS - QBs throw the ball 100 yards; Kickers kick the ball 100 yards; Punters punt the ball 100 yards.
STNTXTM - Access the Acclaim, Iguana, AFC and NFC teams for quick play.
MNFLDMD - Players do a dive every three secs.
LWYSTPSS - Players always tip the ball in the air on passes.

NFL Quarterback Club '99

Cheat Codes

On the Main Menu, access the Enter Cheat Option and enter any of these codes:
MRSHMLLW - Fat Players
HSPTL - More Injuries
TTHPCK - Skinny Players
SPRTRBMD - Turbo Running
RLSTN - Opponents Score 0
SHTOUT - Start with 12 points

NHL Breakaway 98

Many Codes and Secrets

Cheat Menu: At the Main Menu Screen, press Left-C, Right-C, Left-C, Right-C, R button, R button. The Cheat Menu will appear as a new option at the bottom.
Perfect Player: At the Create Player Screen, enter your player's name as Jim Jung. After

South Park

Ultimate Cheat and More!

1 To activate the ultimate cheat (all the cheats in the game) enter: **BOBBYBIRD**

For Level Select enter:
THEEARTHMOVED

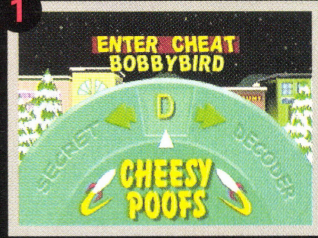
2 For Skinny Characters enter:
VEGGIEHEAVEN

For Big Headed Characters:
MEGGANOGGIN

For Credit Cheat (No game is without it!) enter: **SCREWYOUGUYS**

Matt Hannah
Kitimat, BC, Canada

1



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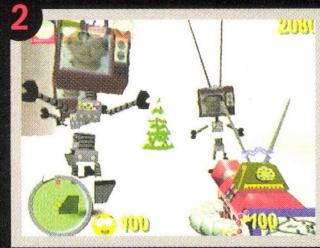


South Park

Sweet Cheats

1

1 Enter the following passwords at the Enter Cheat Screen to access cheats.

Infinite Ammo - For unlimited ammo, enter the password **FATTERKNACKER**.

2 All Weapons - For all weapons, enter the password **FATKNACKER**.

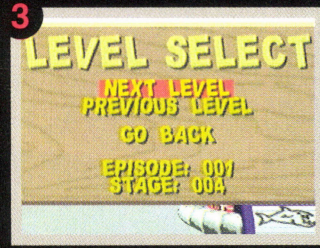
Invincibility - For God Mode enter the password **ASSMAN**.

3 Level Select - Enter the password **THEEARTHMOVED**.

Pen and Ink Mode - Enter the password **PLANEARIUM**.

2

3



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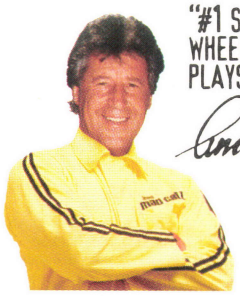

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Basketball CODES (Strike Free)

Well, the NBA may not be playing a lot of games this year, but that doesn't mean you're limited! Here are some basketball cheats to help you out.

Kobe B. in NBA Courtside
Secret Teams

This trick unlocks three hidden teams. At the Main Menu Screen, highlight Preseason and hold the L button. While holding it, press A. At the Preseason Matchup Screen, scroll right until you reach the symbols for three new teams: the Nintendo Gamers, Nintendo Plumbers and the Left Field Lefties.

Disco Basketball Court

While you are in the middle of a game, press Start to pause. Then press A, Up-C, Down, Up, Down-C, R button, R button, B, Right-C, Right-C, Z button. Then unpause the game. The court's floor will be flashing with many colors and the crowd will be gone!

NBA Hangtime
Vs. Numeric Codes

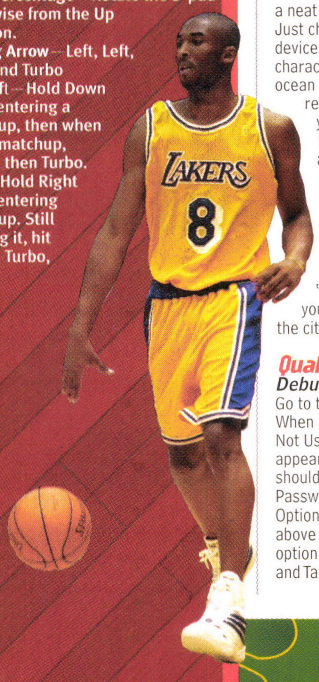
When at Tonight's Matchup Screen enter these codes using the A, Down-C and Right-C buttons:

025—Baby Mode
048—No Music
111—Tournament Mode
120—Fast Passing
273—Stealth Turbo
284—Max Speed
390—No Pushing
461—Max Turbo
552—Hyper Speed
616—Max Blocking
709—Quick Hands
802—Max Power
937—Goal Tending Rarely Called

Vs. Joypad Codes

Enter the following codes at the Team Matchup Screen:

Big Heads—Up, Turbo and Pass at the same time
Bigger Heads—Up, Up, Pass and Turbo
Shot Percentage—Rotate the D-pad clockwise from the Up position.
No Tag Arrow—Left, Left, Pass and Turbo
No Drift—Hold Down when entering a matchup, then when in the matchup, Shoot, then Turbo.
ABA—Hold Right when entering matchup. Still holding it, hit Shoot, Turbo, Pass.



you enter that name, all of his stats will be maxed out!
Player Inspection: At the Create Player Screen, press any of the C buttons to rotate your player in any direction.
Bonus Points: At the Season Mode Main Menu Screen, enter this code for extra bonus points whenever you enter it: Left-C, Left-C, Right-C, Right-C, Left-C, Left-C, Right-C, Right-C, R button.
Pull Computer's Goalie: After beginning your game, press Start to pause and then go into the Game Options setting. Now go to the Controller Setup and move your controller to the other team's side. Now go into the Team Options and then choose the Pull Goalie Option. Now go back into the Game Options again and on the Controller Setup Screen, move back to your original team. Now the computer's goalie will be out of your way!

Nightmare Creatures
Cheat Menu

To access the Cheat Menu, access the Password Option from the Main Menu. On the Password Screen, enter the code **Left**, **Up**, **Down-C**, **Left-C**, **Right-C**, **Up-C**, **Left-C**, **Down**.
A Cheat Menu will appear allowing you to choose your starting level. You will also have unlimited continues and the ability to play as a monster!

Off-Road Challenge
Tracks and Trucks

These codes will give you access to three new tracks and all-new Monster Trucks:
El Cajon Track - On the Track Selection Screen, hold **Up** on the control pad and press the **L+R buttons** simultaneously. You'll hear an air wrench sound. Now highlight the El Paso track, hold **Z** and press the **A button**.
Flagstaff Track - On the Track Selection Screen, hold Left on the control pad and press the **L button**. You'll hear an air wrench sound. Now highlight the Mojave track, hold **Z** and press the **A button**.
Guadalupe Track - On the Track Selection Screen, hold **Down** on the control pad and press the **R button**. You'll hear an air wrench sound. Now highlight the Vegas track, hold **Z** and press the **A button**.
Monster Trucks - On the Truck Selection Screen, press one of the following **C buttons** to get the alternate Monster Truck:
Left-C = Thunderbolt
Right-C = The Crusher
Up-C = 4x4 Monster
Down-C = Punisher

PilotWings 64
Birdman in New York

When flying around in PilotWings 64, you come across some secret spots. Well, here's a neat little trick that even beginners can do! Just choose the Rocket Belt as your flying device and go into the Class A Level. Pick your character and begin playing. Now fly to the ocean and go north along the shore until you reach the other city. As you get closer, you should notice a greenish-looking building. Fly in front of it, and you will also notice that there are two entrances. Go inside the side entrance, until you reach the other end. If done correctly, you should see that there are different surroundings. There should also be a special star to your left that will turn you into "Birdman!" Fly around a little more and you should see that you have warped to the city of New York!

Quake 64
Debug Menu

Go to the Load Screen from the Main Menu. When asked for a Controller Pak, choose "Do Not Use Pak." The Password Screen will appear. Enter all **Q's** for your password. It should say that you have entered an Invalid Password. Now press **B** to exit. Go into the Options Screen and "Debug" will appear above the other options! Go into this new option to pick Start Map, God Mode, Weapons and Target (enemies can't see you).

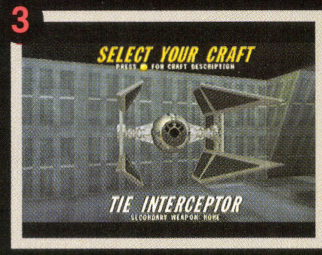
Star Wars: Rogue Squadron

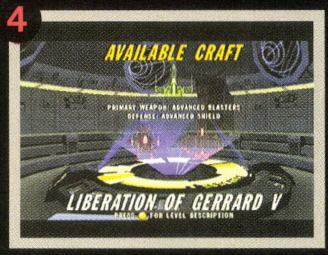
Many Cheats

1. Luke Gets A New Head Code: At the Passcodes Screen enter **HARDROCK**. Then go back to the Main Screen and wait until the demo begins. Once it starts, press A to go back to the Main Screen. A man with a beard will be pasted on top of Luke's head!
2. Fly the Millennium Falcon: At the Passcodes Screen enter **FARMBOY.**
3. Fly the TIE Interceptor: At the Passcodes Screen enter **TIEDUP**.

The TIE Interceptor is hidden behind the Millennium Falcon. After you have entered both the Millennium Falcon Cheat and the TIE Interceptor Cheat, go over to the Millennium Falcon then press Up on the Analog Stick. The camera will pan around to the TIE Interceptor!

4. All power-ups: At the Passcodes Screen enter **TOUGHGUY**.





Rampage: World Tour
Level Select

At the Character Select Screen, hold L and all four C buttons until you hear a noise. Now press Start. When the screen that shows the level you're about to play appears, press Left and Right to change the city or press Up and Down to change the country.

Robotron 64
Various Game Cheats

Enter the codes on the Main Screen.
At the Main Screen—
50 Extra Lives: **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **Left-C**, **Right-C**, **Left-C**, **Right-C**
Level Select (find the results in the Setup Menu): **Down**, **Up**, **Left-C**, **Down**, **Left-C**, **Right-C**, **Down**, **Right-C**

Rush 2: Extreme Racing USA
Cheat Menu and More

Cheat Menu: At the Setup Screen, hold L+R+Z. While holding these, press all four C-Buttons. A "Cheat" Menu will appear.
Massive Mass Cheat: In the Cheat Menu, highlight the Cheat and hold L+R and press Up-C, Down-C, Left-C, Right-C.
Killer Rats Cheat: In the Cheat Menu, highlight the Cheat and hold L+R and press Z, Z, Z, Z.
New York Cabs Cheat: In the Cheat Menu, highlight the Cheat and press R, L, Z, Up-C, Down-C, Up-C.
Resurrect In Place Cheat: In the Cheat Menu, highlight the Cheat and hold Z+Left-C, and press Right-C. Then hold Z+Right-C and press Left-C.
Frame Scale Cheat: In the Cheat Menu, highlight the Cheat and hold Z+Down-C, and press Up-C. Then hold Z+Up-C, and press Down-C.
Tire Scaling Cheat: In the Cheat Menu, highlight the Cheat and hold Z+Left-C, and press Right-C. Then hold Z+Right-C, and press Left-C.
Auto-Abort Cheat: In the Cheat Menu, highlight the Cheat and quickly press Up-C four times.
Game Timer Cheat: In the Cheat Menu, highlight the Cheat and hold Z+Left-C, and press Up-C. Then hold Z+Up-C, and press Down-C.

San Francisco Rush
Change Car Appearance

These codes are done on the Car Select Screen.
Back Tire Size: Press and hold **Right-C**, then **Left-C**, release and reverse.
Car Size: Press and hold **Down-C**, then **Up-C**, release, then press **Up-C**, then **Down-C**. Release to activate the code.
Drive Burning Hulk: Hold **Up-C** and press **Z**, **Z**, **Z**, **Z**.
Front Tire Size: Press and hold **Left-C**, then **Right-C**. Release. Then press and hold **Right-C**, then **Left-C**. Release.
Turn Car Into Mine: Press **Right-C**, **Right-C**, **Z button**, **Down-C**, **Up-C**, **Z button**, **Left-C**, **Left-C**.

Secret Alcatraz Level

Go to the Start Game Menu and choose Circuit. Now on the Select Player Screen, choose the Just Play Option. The "Enter Code" Option will flash. Choose this option and put in this password as follows:

8DP5KG5L4G59P
G92WVCQY0DRDQ

After you enter this circuit-winning code, the Circuit Menu appears. Choose the option to Continue Circuit and let time run out while racing. You'll be rewarded with a Celebration Screen and the code to get the Formula 1 car. Now you're on your way to getting Alcatraz.
On the Car Select Screen: Hold **Left-C**, then **Z** and release them. Press **Left**. On the Setup

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NINTENDO 64

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Flashback! Super NES Sequels

Take a trip back in time where one of the most popular systems had the best sequels and some of the best codes around:

Donkey Kong Country 2: Diddy's Kong Quest

Remove DK Barrels, 50 Lives

To access the Cheat Mode, go to the Player Select Screen and continuously press Down. You will first see a Music Test Mode. If you continuously press Down you will see Cheat Mode. While highlighted enter the following codes:
DK Barrels removed: B, A, Right, Right, A, Left, A, X
50 Lives at start: Y, A, Select, A, Down, Left, A, Down

Final Fight 2

Same Player Code

At the Title Screen, press these buttons in this order: Down, Down, Up, Up, Right Left, Right, Left and then the top L and R buttons at the same time. The screen will turn blue. Select a two-player game, and then go to the Character Selection Screen. Have player two choose the character you both want to play as, and then have player one choose the same character.

Street Fighter II Turbo

Six Faster Turbo Speeds

As soon as you turn the Super NES on, wait for the Capcom logo to pass. Then as the huge word "TURBO" scrolls across the screen, take controller two and press Down, R button, Up, L button, Y, B. You will hear musical tones indicating the trick worked. Now, get to the Title Screen indicating three choices: Turbo, Normal or Option. Move the cursor next to Turbo and continuously press Right on the control pad. You will now see that you can increase the stars past the initial four, all the way up to 10 stars!

Earthworm Jim 2

Game Cheats

Just pause the game and enter the following:
For Debug Mode:Hit Select, Left, Right, A, X, X, Left, Right. This code will allow you to screw around with different features in the game. You will be allowed to continue your game without dying. Push "Y" to turn a mode on and "B" to turn off a mode.
For Ammo: Hit Select, X, X, X, X, X, X, Select.
For Three Homing Missile Shots: Hit X, X, X, X, A, A, B, Select.
For Three-Shot Gun: Hit X, X, X, X, A, A, X, Select.
For Two Plasma Gun Shots: Hit X, X, X, X, A, A, A, Select.

Screen: Hold **Up-C**, then **Z** and release them. Press **Up**.
On the Car Select Screen: Hold **Down-C**, then **Z** and release them. Press **Down**, **L button**, **R button**. Now go back to the Select Track Screen and you will be able to choose Track 7, which is the Alcatraz Track!

Shadows of the Empire

More Powerful Debug Code

This difficult code requires one very flexible gamer—or two people—to work. First, enter your name as: **_Wampa_ _Stompa** (One space before Wampa, two spaces before Stompa).
Begin playing a level; press **Start** to pause. Now press and hold the following buttons simultaneously: **L button**, **R button**, **Up-C**, **Down-C**, **Left-C**, **Right-C**, **Z** and **Left** on the D-pad. With all of these held (here comes the tricky part), press the **Analog Stick halfway to the Left** and wait until you hear a low beep. Now press **halfway to the Right** and wait for the low beep again. Press **halfway to the Left** again and wait for the beep, and then again **halfway Right**. Do it once more **halfway Left**. If done properly, you should see pink text above all the other options on the top of the screen.
Use the **L** and **R buttons** or **Left** and **Right** on the D-pad to switch between the available Debugging Options such as Invincibility, 50 lives, get all stuff, antialiasing, texture, lighting, fog, next level, kill Dash and much more!
Resume your game to take advantage of any of the Debug Options. To get the Debug Menu again, pause the game and press **L button**, **R button**, **Up-C**, **Down-C**, **Left-C**, **Right-C**, **Z**, and **Left** on the D-pad. With all of these held, hold halfway **Left** on the analog stick and the debug text will reappear.

South Park

All Characters in Multiplayer

From the Main Menu Screen, choose the Enter Cheat Option.
On the Secret Decoder Screen, enter **OMGTKKYB** as your code, and then press button **B**. The screen will say "All Characters Activated."
Now, in Multiplayer Mode, go to the Character Select Option and you will see that all of the characters are open! Now you can play as the extra characters from the show such as Starvin Marvin and Big Gay Al!

Space Station Silicon Valley

Hidden Level

From the Saved Game Select Screen, press: **Down**, **Up**, **Z button**, **L button**, **Down**, **Left**, **Z button**, **Down**. If you did it correctly, you will hear a "ping" sound. If not, keep trying until you hear it. Select your saved game and the Zone Select ring will appear. Press **Left** to back up one zone and you will see the hidden level!

Super Mario 64

Rainbow Shortcut

At the Game Select Screen choose a 1P game. Then choose to begin the Time Trials. Choose your driver and on the Map Select Screen, access the Special Cup. Move down and select Rainbow Road. When you begin the race, accelerate down the middle of the track and when you start going down the hill, press **Left** on the controller and the top **R button** at the same time. You will jump over the edge of the track and fall toward a lower part of the course. If you do it correctly, you will land on the track below. This will save you a massive amount of time, and assure you of a great lap and record time. If you happen to miss the track after jumping off, just pause the game and choose the Retry Option. Practice enough, and you'll get it right in no time.

Red Slide Trick

When on the upper level of the castle, enter door #1. Then jump into the right window with the Princess on it. You will enter the Red Slide Level. Slide down through the tunnel. When you come to the yellow barrier, jump and dive over it on the left side. You should land on the lower part of the slide and continue on sliding to the end. This will save you time in trying for the Secret Star!

No Obstacles

Just before you enter Course 14, there is the grandfather clock. You go up to it and wait until the hands are at one o'clock. At that very moment, enter the level. If the trick was done correctly, all the obstacles throughout the course will be turned off. This makes things a little easier for you to maneuver around without thinking about what will disable you from continuing on.

Tetrisphere

Various Cheats

Go to the New Name Screen and press **L**, **Right-C**, **Down-C** to bring up the secret characters for use on the Password Screen. Use **A** to select the letters. Now enter the following cheat codes for various results:
A Hidden Lines Game: **LINES**
View the Credits: **CREDITS**
Secret Music: **G(alienhead)MEBOY**
Level Select (from secret characters): **Saturn**, **Spaceship**, **Rocket**, **Heart**, **Skull**

Top Gear Rally

Many Cheats

Here are various cheats and secrets. These first two codes must be done while in a race.
PlayStation Mode: B, L, R, U, L, Z, R
Rainbow Mode:
C Down, Z, B, U, U, R
Car Color Changes: Before you select your car, hold down the L and R Shoulder buttons and all four C buttons, and press either Up or Down. After you do that hold the L and R shoulder buttons, either Up or Down on the control pad and press any C button.
Mirror Car: After you finish the fifth year (and all six of the seasons), click on the lower C button at the Car Selection Screen.

Turok: Dinosaur Hunter

The Big Cheat

This incredible code is the mother of all cheats for this game! Many people have been wondering how to access warps easily. Access the "Enter Cheat" Option from the Title Screen. On the Cheat Code Screen, enter the password for the Big Cheat. The code is as follows: **NTHGTHDGDCRTDTRK.** Now you will have everything you need for this game including invincibility, weapons, ammo, big heads, warps to levels one through eight and automatic warps to the Bosses of the game!

Many Cheat Codes

On the Title Screen with the menu, either choose Start Game or Enter Cheat. If you begin playing your game, press Start to pause it. A Pause Menu will appear with an option to enter your cheats here as well as the Title Screen. Highlight the "Enter Cheat" Option and access it. On the Cheat Code Screen, put in any of the following codes to get the results shown here:
CMGTSMMGGTS: This code gives you all of the weapons.
BLLTSRRFRND: The code gives you unlimited ammunition.
FRTHSTHTTRLSCK: Unlimited lives are at your disposal.

Robins Cheat

Begin playing your game and press Start. A Pause Menu will appear with many options including one to enter your cheats. Highlight the "Enter Cheat" option and access it. On the Cheat Code Screen, enter RBNSMTH. This will give you "Robins Cheat" which turns on multiple cheats including invincibility, unlimited ammo, all weapons and even a new Big Head Mode, where many of the enemies in the game have huge heads and lower voices!

Turok2: Seeds of Evil

Hidden Stage and Cool Colors

Enter any of these codes at the Enter Cheat Option on the Main Menu Screen, or when paused, access the Enter Cheat Option and enter a code.
Access the Cheats Option to turn on the cheats of your choice.
To get Big Head Mode enter: **UBERNOODLE**
To get Stick Mode enter: **HOLASTICKBOY**
To get Big Hands and Feet Mode enter: **STOMPEM**
To get Tiny Mode enter: **PIPSQUEAK**
To get Pen and Ink Mode enter: **IGOTABFA**
To get Gouraud Mode enter: **WHATSATEXTUREMAP**
To access Juan's cheat enter: **HEEERESJUAN**
To access Zach's cheat enter: **AAHGOO**
To access the Blackout cheat enter: **LIGHTSOUT**
To make your characters wear frooty stripes enter: **FROOTSTRIPE**

Wayne Gretzky Hockey '98

Get Bonus Teams

Go to the Options Screen. Hold **L button** and press **C-Right**, **C-Left**, **C-Left**, **C-Right**, **C-Left**, **C-Left**, **C-Right**, **C-Left**, **C-Left**. If done correctly, the new teams will be available right away.

Choose Your Opponent

Highlight the team you want to play against and press **C-Right** three times. If done correctly, you will hear a click.

Nonstop Fighting

At the Options Screen hold the L button and press **C-Right**, **C-Left**, **C-Left**, **C-Right**, **C-Down**, **C-Up**, **C-Up**, **C-Down**, **C-Left**, **C-Right**, **C-Right**, **C-Left**, **C-Right**, **C-Left**. If done right, you'll get in a fight every five to 20 seconds.

Wetrix

Change Floor Sets

If you complete all 16 practice rounds, the background color of the Main Screen will change to red. Now go to the Options Screen and you'll see a new option called "Floor." This will let you choose from many different floor sets such as the Mona Lisa and the American Flag.

World Cup '98

Hidden Team

From the Team Select, access the Team Management Option. On this screen, choose the "Customize Player" Option. Type **BuryFC** as a name of any player. The names of the England team then become Creations football team and development team for World Cup.

Virtual Pool 64

Rotate CPU Cue Stick

1 While the CPU is taking a shot, press **R** to change to the overhead view. You will now be able to rotate the CPU's stick to mess up its shot.

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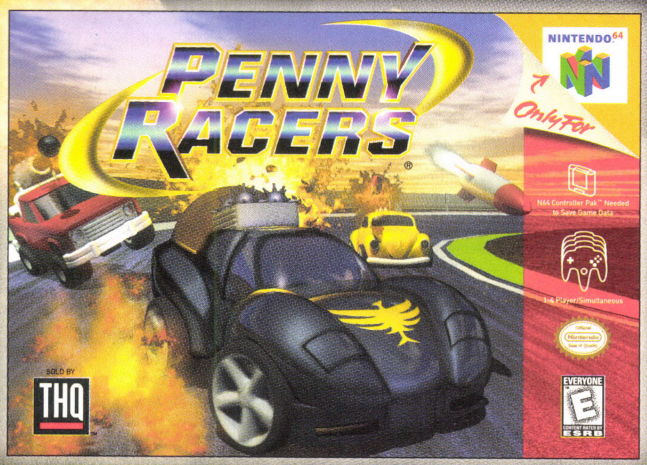

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GameShark CODES

Apocalypse
GameShark Codes

Infinite Health: **8005df062400**
Infinite Smart Bombs: **8005d45e2400**
All Weapons/Infinite Ammo:
80018bd22400 **80018be403e8**
80018be62402 **80022b462400**
Infinite Lives: **800ff8740005**

Assault: Retribution
GameShark Codes

Infinite Ammo P1: **800936b60006**
Infinite Lives P1: **800936bc0005**
Have All Weapons P1:
300936810003 **300936820003**
300936830003 **300936840003**

Asteroids
GameShark Codes

Infinite Lives: **8011013c0009**

Brave Fencer Musashi
GameShark Codes

Infinite HP:
80078eb20172 **80078eb40172**
Infinite Cash: **80078e8e0001**
Quick Level Gain: **80078f08ffff**

Brigandine
GameShark Codes

999 HP Asmit:
800772003e7 **800772203e7**
Super Strength Asmit: **300772400ff**
Super Intelligence Asmit: **300772500ff**
Super Agility Asmit: **300772600ff**
999 Rune Power Asmit: **800772803e7**
999 HP Iria:
80076f9003e7 **80076f9203e7**
Super Strength Iria: **30076f9400ff**
Super Intelligence Iria: **30076f9500ff**
Super Agility Iria: **30076f9600ff**
999 Rune Power Iria: **80076f9803e7**
999 HP Camden:
800778003e7 **800778203e7**
Super Strength Camden: **300778400ff**
Super Intelligence Camden: **300778500ff**
Super Agility Camden: **300778600ff**
999 Rune Power Camden: **800778803e7**
999 HP Ulster:
800777d803e7 **800777da03e7**
Super Strength Ulster: **300777dc00ff**
Super Intelligence Ulster: **300777dd00ff**
Super Agility Ulster: **300777de00ff**
999 Rune Power Ulster: **800777e003e7**
999 HP Hula:
800776e803e7 **800776ea03e7**
Super Strength Hula: **300776ec00ff**
Super Intelligence Hula: **300776ed00ff**
Super Agility Hula: **300776ee00ff**
999 Rune Power Hula: **800776f003e7**

2Xtreme
Cheat Menu

These codes will give you more tricks to do in the air for each of the events.
Skateboarding: Triangle, X, Square, Circle
Snowboarding: Triangle, Square, X, Circle
Rollerblading: Circle, Square, X, Triangle
Mountain Biking: X, Square, Triangle, Circle

Adidas Power Soccer
Dream Team Code

At the Main Title screen (Start/Option screen), press Start to begin a game. Then when the Team Selection Screen appears, enter the code: L2, R2, Square and X simultaneously. If done correctly, DREAM TEAM will appear as your newly chosen team. Then begin your game.

Adventures of Lomax
Level Select and Flying Trick

This is a great cheat to allow you to skip Lomax to various levels in the game. To do this, press Down+Start when in a game. This will pause the game. Now, hold Up and hit buttons: Triangle, Circle, X and Square. A small number should appear on the left side of the screen. This is the Level Select. Change the levels by pressing L1+Select. Then hit L1+Start when you want to choose that level. Plus, here's an added bonus! Lomax will also have the ability to fly around the screen by pressing L1+Square. This can only be done after the Level code is active. By flying around you can get to places that are hard to reach. Just press L1+ Square again to come back down, just watch where you end up landing though!
Level Passwords
The following passwords entered at the Password Screen, will access the levels throughout the game. Use this key to figure out the following level codes.
KEY: T = Triangle button X = X button
C = Circle button S = Square button
First World
Level 2: C, C, C, T, X, S, C, X
Level 3: S, C, S, T, X, S, C, X
Level 4: X, C, X, T, X, S, C, X
Level 5: T, T, T, C, X, S, C, X
Level 6: C, T, C, C, X, S, C, X
Second World
Level 7: S, T, S, C, X, S, C, X
Level 8: X, T, X, C, X, S, C, X
Level 9: T, X, T, S, X, S, C, X
Level 10: C, X, C, S, X, S, C, X
Level 11: S, X, S, S, X, S, C, X
Level 12: X, X, X, S, X, S, C, X
Level 13: T, S, T, X, X, S, C, X
Third World
Level 14: C, S, C, X, X, S, C, X
Level 15: S, S, S, X, X, S, C, X
Level 16: X, S, X, X, X, S, C, X
Level 17: C, C, T, T, S, S, C, X
Level 18: T, C, C, T, S, S, C, X
Final World
Level 19: X, C, S, T, S, S, C, X
Level 20: S, C, X, T, S, S, C, X
Level 21: C, T, T, C, S, S, C, X

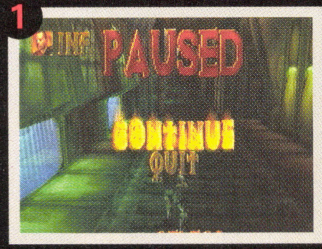
Agile Warrior F-IIIX
Incredible Codes

Any and all of these codes may be entered in the middle of any game. Just press Start to pause and enter the codes as shown:
B1 Airstrike: Left, Square button four times, Up, Triangle button three times, Right, Circle, Down, X six times
Mesh Fog Editor: Left, Square button four times, Up, Triangle button three times, Right, Circle, Down, X, Down three times, Triangle button three times
Overhead Map Transparency: Left, Square four times, Up, Triangle three times, Right, Circle, Down, X, Circle five times
Hover Mode - Left, Square button four times, UP, Triangle button three times, Right, Circle, Down, X, Triangle three times, X
More Codes

Pause the game and then enter these codes for various results:
Debug Info Toggle: Left, Square button four times, Up, Triangle three times, Right, Circle, Down, X, L2, R2
Overhead Camera: Left, Square button four times, Up, Triangle three times, Right, Circle, Down, X, Up, Down, Left, Right
Long Camera Views: Left, Square button four times, Up, Triangle three times, Right, Circle, Down, X, X, X, X, Circle, X, X, X
Mission Complete: Left, Square button four times, Up, Triangle three times, Right, Circle, Down, X, Triangle, Triangle, Triangle, Down, Down, Down
Enable Ground Crash: Left, Square button four times, Up, Triangle three times, Right, Circle, Down, X, Square, X, X, Square

Apocalypse

More Cheats



1 Just pause within the game and enter the following cheats.

Area Select: Pause the game, hold L1 and press Square, Circle, X.

Infinite Lives: Pause the game, hold L1 and press Triangle, Circle, X, Square.

Fill Health: Pause the game, hold L1 and press X, Triangle, Circle.

Skip Check Points: Pause the game, hold L1 and press Triangle, Square, Circle, X.

Alien Trilogy
Cheat Menu

Go to the Password Screen and enter the code: 1G0TP1NK8C1DB00TS0N. Then choose Accept and go back to the Title Screen. Enter the Cheats Option to choose the cheats you wish to use during your game, such as Unlimited ammo and Invincibility!
Level Select

At the Title Screen, access Options and press Start. Move down to the Enter Password Option and choose it. On the Password Entry Screen, put in the letters, G0LVL and the number of the level you want to access. The levels go up to 34, and 35 is the ending cinema. Don't access 35 if you do not want to see the ending of the game. After entering the password, move down and choose Accept. The screen will say, "Cheats Activated."

Andretti Racing
Hidden Cars

Here are two codes to enter that will access higher performance cars for your next race. Just choose "Begin Career" and enter your name as: GO BEARS! or GO BRUINS! depending on what type of car you wish to race in. Then at the next screen choose from several performance cars with incredible records!
Extra Car Options

Just begin a race and then press Start to pause. Select the option, "Race Statistics" and then press and hold buttons:
L1+L2+R1+R2+X+Circle simultaneously. This should bring up a new menu full of car options you can adjust to modify your car to improve your racing ability.

Apocalypse
Cheats and Codes

To enable cheats, pause the game and hold down the **L1 button** and then input the code.
Invincibility - **Down**, **Up**, **Left**, **Left**, **Triangle**, **Up**, **Right**, **Down**
All Weapons - **Square**, **Circle**, **Up**, **Down**, **X**, **Square**
Unlock Levels - **Triangle**, **Up**, **X**, **Down**
Debug Info Cheat - **Down**, **Down**, **Triangle**

Arcade's Greatest Hits: The Atari Collection Vol. 1
Tempest Level Skip

There is a trick within the game, Tempest, on Arcade's Greatest Hits: The Atari Collection 1. After the beginning cinema has ended, select the Tempest arcade game. After it has loaded and you get to the demo/high scores of the game, press Select for the menu. Move down, highlight and choose "Game Options." Put Demonstration Mode On and press X button to accept. Back on the menu, start a one- or two-player game by choosing one of those options and pressing X. Now when your game begins, press L1 or R1 to skip levels. Pausing the game and then pressing Start again will also skip the level.
Here's also a quick tip to rush through all the levels. Hold the Fire button and L1 or R1 simultaneously. By holding the Fire button, you will kill any enemies or spikes that appear in your way while warping through the level. Caution: Don't circle the grid when rapidly warping or you will be guaranteed to get hit by the spikes in later levels.

Area 51
Krohn Hunter

In order to play a game as a Krohn Hunter, just begin a game and shoot the first three members of the S.T.A.A.R squad. The second will be running across the screen and is the most difficult of the three. If done correctly, "Krohn Hunter" will appear at the top just after you shoot the third guy. The screen will then turn green as you are now looking through the eyes of the Alien!

Armored Core: Project Phantasma
Views, Names and Emblems

Fixed Camera:
Press and hold the **Circle+X buttons** simultaneously. While doing this, press **Start**. Press **Start** again to unpause the game and the camera will be in the "fixed" position. To return to the regular camera view, just pause and unpause the game one more time.
Cockpit View:
Press and hold the **Triangle+Square buttons** down simultaneously. While doing this press **Start**. Press **Start** again to unpause the game and the camera will be in the cockpit point of view. To return to the regular camera view, simply pause and unpause the game one more time.
Change Pilot's Name:
With "A.C. Name Entry" highlighted, press and hold the **Select button**. Then press the **X button**. You will now be able to change your originally registered pilot's name.
Emblem as Raven's Nest Wallpaper:
While in "Edit Emblem," press and hold the **L1** and **R1 buttons** and then press **Select**. The selected emblem will now be tiled over the background.

Assault Rigs
Various Cheats

Enter these codes while you are playing within a game. For Invincibility press: Left, X, Left, X, Left, Left, X, Right, X, Right, X, X. For All Weapons and Items press: Left, Right, Left, Left, Right, Left, Right, Up, Down, Up, Up, Down, Up, Down, Down.
Passwords
To enter them, go to the Password Screen and use the following passwords to jump to various levels throughout the game. Some are pretty big!
Air: Square, Circle, X, Circle, X, Triangle

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GameShark CODES

Bug's Life
GameShark Codes
Infinite Health: 800a65940004
Nine Lives and 50 Grain: 800a65a03209
Play as Flik: 300a65a2000f

Bust A Groove
GameShark Codes
Max Dance Points P1: 80068740ffff
Max Dance Points P2: 80068744ffff
Infinite Attacks P1: 80068766 0002
Infinite Attacks P2: 80068770002
Max Enthusiasm P1: 80068738ffff
Max Enthusiasm P2: 80068730ffff
Extra Characters:
30051ac00001 30051ac10001
30051ac20001 30051ac30001

DarkStalkers 3
GameShark Codes
Infinite Health P1:
801c0e540120 801c0e560120
Infinite Health P2:
801c12280120 801c122a0120

Eggs of Steel
GameShark Codes
99 Bolts: 80078b200063
99 Coins: 80078b240063
Temperature Always Low: 80078b180010

Guilty Gear
GameShark Codes
Infinite Health P1: 8007cb980obc
Infinite Health P2: 8007cb680obc
Max Power P1: 8007c8b80040
No Power P1: 8007c8b80000
Max Power P2: 8007cb880040
No Power P2: 8007cb880000
Play As Testament: 801390480000a
Play As Justice: 801390480000b
Play As Baiken: 801390480000c

Invasion From Beyond
GameShark Codes
Infinite Shields: 800161740000 8001634c0000
Infinite Scientists: 800856c80063
Infinite Component 1: 800856cc0063
Infinite Component 2: 800856d00063
Infinite Component 3: 800856d40063

Kagero: Deception II
GameShark Codes
Infinite Health: 800e7c4e0196
Infinite Ark: 800e7c5c2710

Kensei: Sacred Fist
GameShark Codes
Infinite Health P1: 800c4d700090 800ce25c00c0
Infinite Health P2: 800c4d860090 800cf5f800c0

Knockout Kings
GameShark Codes
Max Creation Points:
800b0a7c0064 800c12ac0064
800b09e00064 800c12b00064
800b03500064 800c12b40064

Jump: Circle, Square, X, Triangle, Circle, Triangle
Room 101: Triangle, Square, X, Circle, Square, X
Firepower: X, X, Triangle, X, X, Square.
Wave: X, Circle, Square, Circle, Circle, Square.
Push Off: Circle, Triangle, X, Triangle, X, Triangle
Perimeter: X, Triangle, Triangle, X, X, Square.
Spiral: X, Triangle, Triangle, X, Triangle, Square
The Castle: Square, Triangle, Square, Triangle, Square, X
Fortress: Square, X, Triangle, X, X, Triangle.
Lifts Ahoy: Triangle, X, Triangle, Circle, Square, X
Push Me: Circle, X, Triangle, Circle, Triangle, Square
Coaster: Circle, Square, Circle, Circle, Circle, Square

Asteroids
Cool Asteroids Codes
On the Title Screen when "Press Start" is flashing, press and hold the **Select** button and press the following buttons in this order for the results as shown:
Unlock Classic Asteroids - Circle, Circle, Circle, Triangle, Square, Square, Circle
Unlock the Fourth Ship - Triangle, Circle, Circle, Triangle, Square, Circle, Square
Level Select - Square, Triangle, Circle, Triangle, Triangle, Square, Circle. Once you are in a game, you can change levels, zones and turn the collision off by simultaneously pressing Select+Start and then choosing the option you want and pressing L1 to activate that cheat.
Classic Asteroids Codes - The following codes will work once you pause in the middle of the classic asteroids game.
Add One Life: Up, Down, Left, Right, Circle, Square, X, Triangle
99 Lives - Up, X, Down, Triangle, Left, Square, Right, Circle
Invincibility - Down, Down, Up, Up, Circle, Square, Triangle, Triangle

Auto Destruct
Several Cheats
To use any of these codes, go to the Cheat Menu. To do that pause the game while in a mission and press **Up**, **Down**, **Left**, **Right**, **Down**, **Right**, **L1**, **R1**, **R1**. After you do that, enter these codes to get the following effects:
Extra Nitros: Press **L1**, **Circle**, **Down**, **L1**, **Up**, **Square**, **Circle**, **R1**. Then press the Nitros Option to get one more nitro each press.
Extra Money: Press **L1**, **R1**, **Up**, **Circle**, **Down**, **Square**, **Right**, **R1**, **L1**.
Add Minute to time: Press **Down**, **L1**, **L1**, **Circle**, **Circle**, **R1**, **Up**, **Square**, **L1**. Then press the Add Minute Option to get an extra minute.
Invincibility: Press **L1** four times, **Left**, **Circle**, **Circle**, **Square**, **L1**.
Infinite Fuel: Press **L1**, **Circle**, **Left**, **L1**, **Circle**, **R1**, **L1**, **Up**, **R1**, **Down**.
Car Tuneup Menu: Press **L1**, **R1**, **L1**, **Up**, **Down**, **Circle**, **Down**, **Right**, **Left**, **Square**, **R1**. Then press the Car Tuneup Option on to modify your car.
New York Time Trial: Press **L1**, **Right**, **Down**, **Left**, **Up**, **R1**.
Subway Time Trial: At the Main Menu Screen, press **L1**, **Left**, **L1**, **R1**, **Right**, **R1**. Now access the Time Trials Option and a new Subway Option.
Debug Mode: In the middle of the game, press **Start** to pause. Now press the following: **Up**, **Right**, **Left**, **Down**, **Circle**, **L1**, **R1**, **R1**, **L1**, **Circle**, **Down**, **Left**, **Right**, **Up**. You'll hear a sound and the words "Debug Configuration" will appear underneath the Quit Game Option. Access this option to receive All Weapons, toggles for Debug Text, Speech Text and Collisions!

Battle Arena Toshinden
Various Codes
Self-Camera Control: To set your camera controls to your top four buttons, go to the Options Screen and set your controls so they read, "Not Use." Change the camera action to Yourself and set the keys to Camera X and Y. If you have two controllers, pause and hit Select on controller one to let you zoom, and Select on controller two to advance each frame. To Remove the Pause Options and life bars, pause and hold all four fire buttons. Hit Select twice to remove them. Play as Gaia/Sho and Auto-Specials: You must first input the Gaia code as the options are flying in at the Title Screen (Down, Down-Left, Left+Square button). You'll hear the word, "Fight!" The text will turn pink. Choose a 1P Game. Pick any character (choose Gaia by highlighting Eiji, holding Up and pressing any button (Square, Circle, Triangle or X button). Start a fight, then pause with the Start button. Move to Reset. When asked, choose "Yes." The options on the Title Screen will fly to the middle of the screen again. While they are doing this, take controller two and press Left, Right, Left, Right, Left, Square button. You'll hear the word, "Fight!" The text will turn light blue. This will allow you to play as the last Boss, Sho! Either player (or both) can highlight Kayin and hold Down on the controller. Now press one of the buttons to choose him. Begin another match, then pause. Move to Reset. When asked, choose "Yes." The options on the Title Screen will fly to the middle of the screen again. While the lines are flying in, take controller one and press Diagonally Down-Left and X at the same time. You will hear the word, "Fantastic!" The text will turn white. Again, start a match, then pause. Move to Reset. When asked, choose "Yes." The options on the Title Screen will fly to the middle of the screen again. While the lines are flying in, take controller two once more and press Left, Right, Left, Right, Left, Square button. You'll hear the word, "Fantastic!" The text will turn yellow. Now you can go to the Options and put automatic special moves on the top buttons on any difficulty level. In the game, hold the Select button and press the L1, L2, R1, R2 simultaneously to do your Super Special move!

Battle Arena Toshinden 2
Boss Codes
To access Master/Uranus: As the Options fly in together at the Main Title Screen, quickly enter: R1, L2, X, L1, R2, Circle on the first controller. A chime should then sound, and the yellow box should then turn to blue, if done correctly. Choose the Bosses at the Player Select Screen by highlighting the Random Select box. Press and hold the Select button to slow things down. Uranus and Master should now be selectable! After this code is entered, you can enter the second Boss code. Press Start and go to Reset. Choose Yes.
To access Sho/Vermilion: As the Options fly in together at the Main Title Screen, quickly enter: Circle, R2, L1, X, L2, R1 on the second controller. A chime should then sound and the blue box should turn red, if done correctly. Choose these bosses at the Player Select screen by highlighting the Random Select box.
Specials on High Difficulty
There is a way to keep your special moves on your top buttons past Level Three on the difficulty setting. To do this, highlight Option from the Title Screen. In the Option Screen, set the difficulty to three. Take the second player's controller and set the controls to all specials. Next, take the first player's controller and change the difficulty level up to any level you want. Player two will retain his/her specials throughout the harder levels. Now you must start a game and use controller two to pick your character in a one-player game. In a two-player game, player two will retain his/her specials on the top four buttons. Now you should be able to utilize your specials with the touch of a button and it will be easier to defeat the game on the higher difficulty settings.

Battle Arena Toshinden 3
Infinite Soul Bombs
Just begin a match and then press Start to pause. Then enter the "KeyConfig" Option and change your L1, L2, R1 or R2 keys to soul bombs.
Then go back into your game, press the button you configured as "Soul Bomb" and press X at the same time. This will activate the "Soul Bomb." By continuously doing this procedure you can perform as many Soul Bombs as you would like to keep your opponent from even laying a hand on you!
Random Select
Just go to the Character Select Screen, then press and hold the top four buttons on your controller. Once you let go, the computer will choose your next character.

Bomberman World
Stage and Cheat Codes
Just enter the following codes at the Password Screen to enable the codes.
Level Codes:
Stage 1-1: 2180 Stage 1-2: 1986
Stage 1-3: 1910 Stage 1-4: 2911
Stage 1-5: 1060 Stage 2-1: 2008
Stage 2-2: 0718 Stage 2-3: 1704
Stage 2-4: 1401 Stage 2-5: 2701
Stage 3-1: 0902 Stage 3-2: 0209
Stage 3-3: 2713 Stage 3-4: 1068
Stage 3-5: 3639 Stage 4-1: 9174
Stage 4-2: 0648 Stage 4-3: 2736
Stage 4-4: 0588 Stage 4-5: 1891
Stage 5-1: 6235 Stage 5-2: 2238
Stage 5-3: 1207 Stage 5-4: 3021
Stage 5-5: 0351

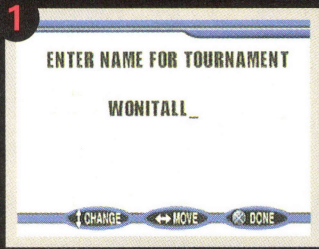
Full Power:
Stage 1: 1197 Stage 2: 1418
Stage 3: 7310 Stage 4: 2777
Stage 5: 3623

Pure War: 1622
Crazy Blocks: 6833

Cool Boarders 3

Cheat Names
Enter each cheat below as a name in Tournament Mode to get the various results.
1. **WONITALL** - Access to every course
2. **OPEN_EM** - Access every boarder and board
3. **BIGHEADS** - Get huge heads

1



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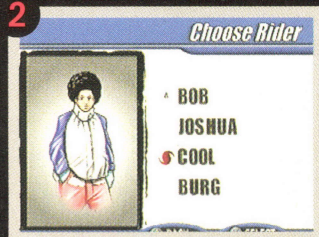

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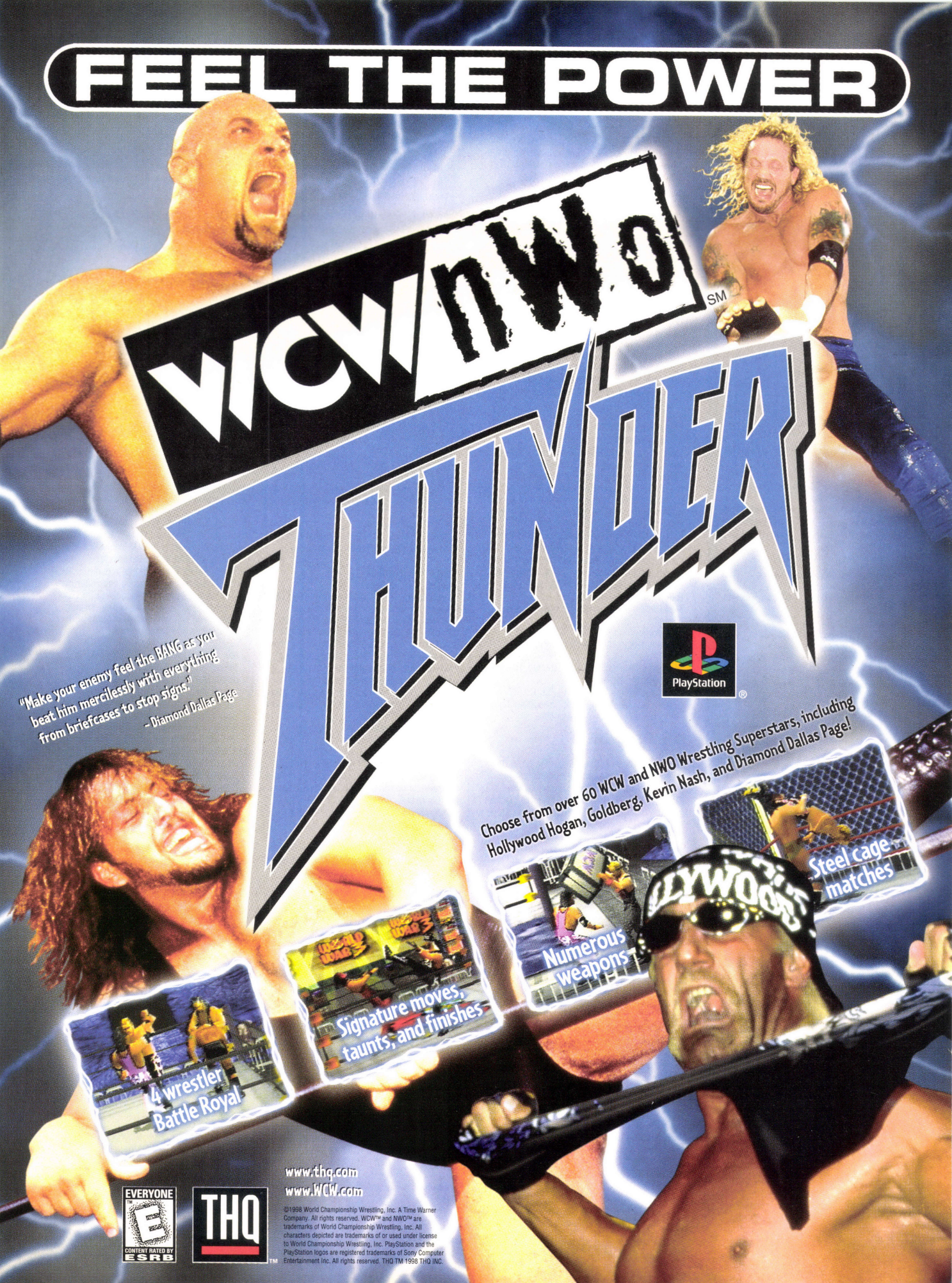

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GameShark CODES

Lucky Luke
GameShark Codes

Money: 800a1a6403e8
Dynamite: 800a1a660009
Lives: 800a1a600009

March Madness 99
GameShark Codes

Infinite Creation Points: 8013e1480259
Full Momentum Home Team: 80122b900063
Full Momentum Away Team: 80122b900000

Oddworld: Abe's Exoddus
GameShark Codes

Extra Escapees: 800b2d380005
No Casualties: 800b47840000

ODT
GameShark Codes

Infinite Ammo P1:
300aa04a0064 300aa0520064
300aa05a0064 300aa0620064
Infinite Health P1: 800a9ec00064

Roll Away
GameShark Codes

Infinite Time:
800a33f81250 800a573c1250

Small Soldiers
GameShark Codes

Extra Health:
d0052b7a8e22 80052b7c0c03
d0052b7a8e22 80052b7e0003
d0052b7a8e22 80052b840144
d0052b7a8e22 80052b862408
d0052b7a8e22 80052bf0006b
d0052b7a8e22 80052bf21028
Walk Through Doors:
d006fe2a0c01 8006fe2a2400

WCW/nWo Thunder
GameShark Codes

Enable Ernest Miller: 30079f9a0001
Enable Barbarian: 30079f9b0001
Enable Meng: 30079f9c0001
Enable Fit Finley: 30079f9d0001
Enable Reese: 30079f9e0001
Enable Rick Rude: 30079fac0001
Enable Enos: 30079fad0001
Enable Psychosis: 30079fae0001
Enable Juventud Guerrera: 30079faf0001
Enable Rick Fuller: 30079fb00001
Enable Indian: 30079fe10001
Enable Cowboy: 30079fe20001
Enable Sargeant: 30079fe30001
Enable Hoof Hearted: 30079fe40001
Enable Bessie: 30079fe50001
Enable Guerrilla: 30079fe60001
Enable Adam: 30079fe70001
Enable Mantis: 30079fe80001
Enable Sailor: 30079fe90001
Enable Zuit Suit: 30079fea0001
Enable Flapper: 30079feb0001
Enable Crush Depth: 30079fec0001
Enable Star Fish: 30079fed0001
Enable Snuff: 30079fee0001
Enable Squire: 30079fef0001
Enable Bobby: 30079ff00001
Enable Vincent: 30079fb60001
Enable SickBoy: 30079f980001
Enable Kimberly: 30079fa60001
Enable Hammer: 30079f920001

Battle Megamix: 8686
Extra Battle Stages: 3636

Beast Wars
Power-Up Weapons and Mission Skip

There are a couple of tricks you can do while you are in a mission to help you out right from the start. You have to do these codes quickly to pull them off.
To power up weapons:
Pause the game, hold L2 and quickly press Up, Down, Left, Right, Triangle, X, Square.
Continue to hold L2 and unpause the game.
To complete the current mission:
Pause the game, hold L2 and quickly press Up, Down, Left, Right, Triangle, X, X, Triangle, Right, Left, Down, Up. Continue to hold L2 and unpause the game.

Beyond the Beyond
Hidden Intro

To find the hidden introduction sequence in the game, hold Up on the directional pad and Triangle at the same time at the Camelot Software logo. If you do it correctly, you will see a computer-generated sequence after the logo, showing the main character Bandore and more.

Black Dawn
Many Cheats

Here are several cheats to enter during the game. To access a Two-player Mode (where it's you against your buddy), go to the Main Title Screen and press Select+R2 on both controllers at the same time. You should hear a sound, if done correctly. Go into the Options Menu and back to the Main Title Screen. You should find a Two-player Option that will let you play in an exciting Deathmatch Mode. To enable the in-game cheats, begin a game and pause. Then press Select, L2, Select, R2 and enter any of the following for various results:
Max Fuel/Ammo: Triangle, Triangle, Triangle, Circle
Max Weapons: L1, L2, R1, R2
Summon Wingman: Square, Square, Square, Circle
Mission Complete: Triangle, Triangle, Triangle, Down, Down, Down
Upgrade Current Weapon: L1, L1, R1, R1
Screen Toggle: Down, R1, R2. You should hear, "Way to Go!" if entered correctly.

Blast Chamber
Infinite Lives

For infinite lives in Blast Chamber, go to the Main Menu Screen and with controller one, enter Square, Left, Square, Right, Circle, Down, Circle, Up. Go into the "Games" Option and Choose the "Solo Survivor" Option. Once you select this, you will have chosen One-player Mode. Go back to the Main Menu and begin your game. Now when you die in the game, your lives meter will not go down!
Level Passwords
To enter them, go to the Password Screen and enter the following codes that will take you to the select level of choice.
NAEMMAAB (Ziggurat)
MAGDIEAH (Backstab)
NINKPDME (Fall N Arch)
MJKKAMKC (Fugitive)
JODPIGEH (Rainbow)
ICJPABNA (Lavapalooza)
After entering the code, hit the X button to enter the password and begin playing.

Bloody Roar
Multiple Cheats

There are several cheats you can get for this game. Follow the directions for each to get the code.
Big Head: On "Normal" setting while on the Character Select Screen, hold L2 and choose your fighter with the Circle button.
Large Arena: If you beat 10 opponents in a row in the Survival Mode, you will be able to increase the size of the arena.
Regenerating Life Bars: Finish the game with Bakuryu on Level Four or above.
Big Arms: Beat the game without continuing on Level Four or above.
Small Fighters: At the Character Select Screen, hold R2 and choose your fighter with the Circle button.
School Girl Alice: Beat all the opponents in Time Attack Mode in under 10 minutes.

DarkStalkers 3

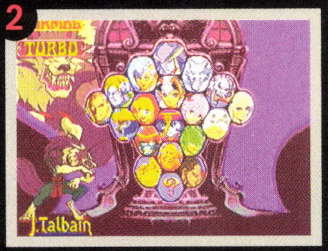
Secret Characters

1 **Play as Male Shadow**: At the Character Selection Screen, highlight the "?" box, press Select (five times), then press any button.

Play as Female (Marionette) Shadow: At the Character Selection Screen, highlight the "?" box, press Select (seven times), then press any button.

2 **Play as Image Talbain**: At the Character Selection Screen, highlight Gallon, hold Select then press all three Punch or Kick buttons.

Play as Oboro (Shin Bishamon): At the Character Selection Screen, highlight Bishamon, hold Select then press any button.



Bogey: Dead 6
Access All Fighters

To get access to all the fighter jets, go to the Plane Selection Screen and enter the following code: Left, Left, Right, Down, Up, Down, Right, Select. You will hear a shout to confirm that the code was entered correctly. Now all of the fighters will be available for you to select. Choose a plane with good speed, endurance, maneuverability and stability to fight for you. Use any plane, even an F22 for combat in the beginning missions!

Bust A Groove
Various Game Cheats

Dance Preview:
Finish the game under the Normal difficulty setting with any character and you'll open the Dance View on the Main Menu Screen. You will be able to view dance moves, mess with camera angles, etc. with any of the characters who completed the game. Make sure you save!
Alternate Characters:
Highlight a character from the Player Select Screen and hold the Select button. With Select held, press X. You'll get that character's alternate costume.
Play as Capoeira:
Finish the game under the Normal difficulty level with any character. Now you can choose Capoeira.
Play as Robo-Z:
Finish the game under the Normal difficulty level with any character after you acquire Capoeira.
Play as Burger Dog:
Finish the game under the Normal difficulty level with Hamm after acquiring Robo-Z.
Play as Columbo (the mouse):
Finish the game under the Normal difficulty setting with Shorty after acquiring Robo-Z. Now you will be able to access all the hidden characters in One- or Two-player Mode!

Buster Brothers Collection
Stage Select and Expert Mode

Use this method to get the Stage Select. After the Title Screen, press Start and you'll get to choose between three games. Choose "B. Buddies." Then pick "Games Start" on the next screen. After the Buster Buddies Title Screen appears, choose a one- or two-player game. On the Select Game Screen, go to Normal Game and hold Down on the pad. Then press X. After choosing your character, a Stage Select Screen will appear! You can choose any set of levels; even the end level which is 50! To get the expert levels, get to the Select Game Screen again and move to the Normal game. Using controller one and two, press and hold the X button on both controllers. Instead of the normal game, you will get an Expert Mode with new levels and backgrounds!

C: The Contra Adventure
Many Cheat Codes

Input the combinations on the Main Menu Screen.
Level Select - Left, Up, Right, Square, Square, Triangle, Triangle, Down
Unlimited Lives - Up, Right, Square, Triangle, Right, Left, Square, Triangle
Unlimited SuperBombs - Square, Square, Right, Down, Down, Left, Square, Triangle
Super Machine Gun - Right, Right, Square, Triangle, Right, Left, Down, Down
Movie Player - Triangle, Triangle, Down, Square, Up, Up, Left, Triangle

Cart World Series
Special Password Cheats

These cheats will get you some special-looking tracks and strange options for your car. On the Type Screen, choose a race (Single Race or New Season) and on the Select Driver Screen, move Left until you see "Create Driver." Now enter one of the passwords as shown to get the following results:
NIGHTRID - Drive at night
SPACERID - Tron-like tracks
GEK - You will race two laps in Season Mode.
WHEELS - There will be no body on your car.
FLOAT - Tracks will have half the normal gravity (you will have less traction than normal races).
RADBRAD - Tracks have more gravity than normal.
BANZAI - You won't collide with any other cars.

Circuit Breakers
Many Codes

All Tracks in One-player Mode:
If you want to have all the tracks in One-player Mode, just start a race then pause the game. While paused, choose OPTIONS/SOUND then go to FX and press L1+L2.
Better Engine in Two-player Mode:
When you're about to select a track, press

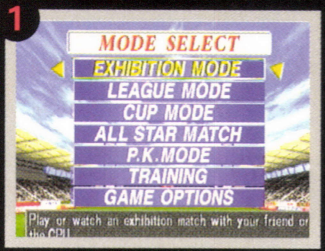
International Superstar Soccer Pro '98

Play as the Classic All Stars

1 In the Select Menu, highlight Exhibition and press Up, Up, Down, Down, Left, Right, Left, Right, Circle, X. Clapping will be heard if you did it correctly.

2 At the Exhibition Menu, choose any mode of play, and when you're at the Select Country Mode, press and hold L1+R1, and you will be able to choose Classic All Stars!

1



2

X+Square+Triangle+Circle. A picture of an engine should appear at the bottom of the screen if you are successful.

Jumping Bean Cars in Multiplayer Mode:
When you have chosen your vehicles and selected a circuit to race, you can enable this cheat. As soon as the circuit has loaded and the "3, 2, 1 GO" countdown has started, simultaneously press Circle and Left.

Race at Night:
When you're about to select a track, just push L1+L2+R1+R2 to play at night.

Reverse Tracks in Multiplayer Mode:
On the Circuit Selection Screen, choose the circuit you wish to race on and press Select. As the cars start to drive into the tunnel, quickly press and hold X and Square. While holding them down, press either Left or Right. If the cheat is successfully activated, the cars will spin around and drive into the tunnel backward.

Upside-Down Tracks:
When you're about to select a track, press L2+R2+X+Down. A sweeping arrow should be drawn at the bottom of the information panel.

Codename: Tenka

All Weapons, Level Warp

These cheats are sure to improve your progress in the game. Press Start to pause within your game and enter these codes.
All Weapons: Hold L1 and press Triangle, R1, Triangle, Square, R1, Circle, Square, Square. Then release L1.
Level Warp: Hold L2 and press Circle, Circle, Square, Triangle, R1, Square, Triangle, Circle. Then release L2.

Colony Wars: Vengeance

Password Cheats

Here are some password cheats for Colony Wars 2 (all are case-sensitive):
Enter all at the Password Screen.
Invincibility: **Vampire**
All weapons: **Tornado**
Primary weapons available: **Dark Angel**
Infinite secondary weapons: **Chimera**
Infinite afterburners: **Avalanche**
Infinite money: **Hydra**
All ships: **Thunderchild**
FMV and Mission Select: **Demon**
All missions, all ships, infinite secondary weapons, etc: **Blizzard**
Disable Cheats: **Stormlord**

Crash Bandicoot

Infinite Weapons and Drop Pod

Here are a couple of codes for this killer game. To execute any of these codes you must be in the game, but do not pause it. You will have to be quick when you enter these codes to get them to work:
Infinite Weapons: L1, R1, L1, R1, Up, Down, Left, Down
Drop Pod: L1, R1, L1, R1, Up, Down, Left, Up

Critical Depth

Infinite Weapons and Drop Pod

Here are a couple of codes for this killer game. To execute any of these codes you must be in the game, but do not pause it. You will have to be quick when you enter these codes to get them to work:
Infinite Weapons: L1, R1, L1, R1, Up, Down, Left, Down
Drop Pod: L1, R1, L1, R1, Up, Down, Left, Up

Dark Forces

Cheat Menu and Level Passwords

In order to access the Cheat Menu, begin your game. During play, enter the code: Left, Circle, X, Right, Circle, X, Down, Circle, X. If done correctly, the Cheat Menu should appear. Now, select the options you wish to use in your game, by turning them green. For Level Skip, select the Game Won Option and then exit the menu and pause within the game. A new menu should appear with the option to advance to your Next Mission. The Level Passcodes are as follows: Level 2—Y7B5T7S183; Level 3—3WKKVMKHWZ; Level 4—9WJHBLCN00; Level 5—8XKGBKDPZ1; Level 6—7YBKBJFL22; Level 7—Y7C4L7Q193; Level 8—X8D3L6R2C4; Level 9—W9F635SZB5; Level 10—V!Q534T0F6; Level 11—NVHL4LFQ1R; Level 12—MYGM!KBR2S; Level 13—LXFN4JCSZT; Level 14—205F6HJT0V

Destruction Derby 2

Access All Tracks

Go into the Race Mode Screen and select either Wrecking Racing or Stock Car Racing. Then select "Championship" at the Race Type Screen. You will enter a Name Entry Screen. Here enter your name as "MACSrPOO" and then hit End. You should appear at the Main Screen and the Track Option will have a red cross through it. Go back into Race Mode and choose a mode and then a race type. Now, if you access the Track Select Option you should be able to choose from any of the tracks listed.

Duke Nukem: Time to Kill

Appearance and Cheat Codes

To change Duke and the enemy's appearance, pause the game and enter one of these codes:
Big Head Duke - R1, R1, R1, R1, R1, R1 R1, R1, R1, Up
Tiny Head Duke - R1, R1, R1, R1, R1, R1, R1, R1, R1, Down
Big Head Enemies - R1, R1, R1, R1, R1, R1, R1, R1, R1, Left
Note: If you have Big Head Duke and want it to be Tiny Head, then just enter the Big Head code again. Duke's head will shrink back to normal and you can put in the Tiny Head code. Otherwise, it will not work. Do the same for Tiny to Big.
Pause the game and enter these codes at a slow but even pace. If you enter them too fast, they might not work.
Infinite Ammo - L, R, L, R, Select, L, R, L, R, Select
All Weapons - L1, L2, Up, L1, L2, Down, R1, Right, R2, Left
All Inventory - R1 x 5, L2 x 5
All Keys - Up, Right, Up, Left, Down, Up, Right, Left, Right, Down
Invisible - L1, R1, L1, R1, L1, R1, L1, R1, L1, R1
Double Damage - L2, R2, L2, R2, L2, R2, L2, R2, L2, R2
Temporary Invulnerability - R1, L2, L1, L2, R1, L1, R1, L2, L1, L2
Super Weapons - Right, Right, Left, Right, Right, Left, Right, Right, Left, Select
Level Select
While playing, pause the game and press Down nine times and then press Up. It should say Level Select. Now quit the game, and on the Main Menu, you will see a new option that says "Time To Kill." Select it and press Right or Left to choose the level you want to go to. Press X to start playing.

Einhänder

Default Gunpod Weapons

Here is a method for you to begin the game with gunpod weapons. First, start the game and get to a point in the game where you can get some gunpod weapons. Then you must intentionally die and use all of your lives. On the Continue Screen, let the counter go to zero. The "Game Over" Screen will appear. When the Title Screen appears, select "Game Start." After you select your ship, you will be able to choose from a number of gunpods. The gunpod you choose will now be in your standard default weapons even if you die!

Excalibur 255 A.D.

Level Skip

Any time during the game, press Start to pause. Now press Square, Circle, Square, Triangle, Circle, Triangle, Triangle, Triangle. Now unpause the game and the screen will change to the Level Complete animation. You will then be awarded with the password for that level, and be transported to the next.

The Fifth Element

Cheat Menu

On the Main Menu Screen, press **L1**, **L2**, **R2**, **R1**, **Select**. You will hear a sound. Then choose "New Game" and the Cheat Menu will be displayed. Now you can choose from plenty of options such as your beginning level, shields, all weapons, objects and more!

Fighting Force

Cheat Mode

At the Main Menu Screen, press and hold buttons L1, R2, Square, and Left (on the directional pad). Do this until "Cheat Mode" appears under Options. Now go into the Options Screen and you will see that the first two options will now let you select your level and invulnerability!

Frogger

Special Cheat Screen

These tricks will give you great cheats to help you along in the classic come back to life.
All Zones Open - Pause the game during play and press **Right**, **Square**, **Triangle**, **Square**, **Triangle**, **R1**, **L1**, **R1**, **L1**, **Circle**.
Infinite Lives - Pause the game during play and press **Right**, **Square**, **Triangle**, **Square**, **Triangle**, X.
Once you do either of these tricks, you'll see the results in text on the bottom of the screen.

G. Darius

Free Play

This method may take awhile, but it will gain you a way to get Free Play Mode! To do this, just play through the game multiple times and use up 100 credits in the process. After you do this, the next time you play, the text on the bottom of the screen will show that you have a Free Play! Now you can blow through the entire game without any worry of using up your continues!

Gex: Enter the Gecko

Debug Menu

Press **Start** to pause the game. Then hold **L2** or **R2** and press **Left**, **Circle**, **Up**, **Down**, **Right**, **Right**, **Left**, **Triangle**, **Up**, **Down**. You should hear a sound if you did the sequence correctly. Press **Start** to unpause and then press Select to bring up the Debug Menu! Move up and down the menu with the D-pad and access any of the cheat menus with **X**. You'll be treated to a Level Select Menu, Collectibles Menu, stats and more!

Ghost in the Shell

Special Cheat Screen

At the Main Menu Screen, enter the following code to get access to all the levels: R2, R1, Square, Square, Up, Down, Square, Square, R2, R2. You will hear a tone to confirm the code worked. Now press Start on "Mission Start" and you will be able to choose any of the 12 missions available to you. Also, you can

Nectaris: Military Madness

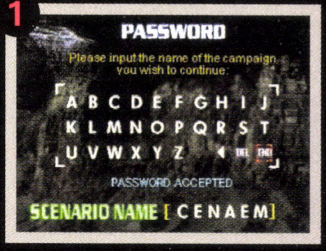
Story Passwords

1 Here are the New Story Codes for the game. Enter the following at the Password Screen:

1. RANDAL
2. HUNDRA
3. CINBER
4. MARLIN
5. BAYARD
6. WEBLEY
7. PARKER
8. MERKEL
9. ITHACA
10. BAIKAL
11. SAVAGE
12. VALMET
13. MAUSER
14. KIMBER
15. BISLEY
16. MEANEC
17. LADNAR
18. ARDNUH
19. REBNIC
20. NILRAM
21. DRAYAB
22. YELBEW
23. REKRAP
24. LEKREM
25. ACAHTI
26. LAKIAB
27. EGAVAS
28. TEMLAV
29. RESUAM
30. REBMIK
31. YELSIB
2 32. CENAEM

* Note: This trick works on a preproduction version of the game and is subject to change.

1



2

I'm Invincible!

Invincibility codes for the PlayStation

Disruptor
Just go to Map Screen, when within a level and turn "Real Time" off. Then press: Circle, Circle, Square, Circle, Triangle, X, X, Circle. Then continue your game and take on your enemies with no worries.

Final Doom
All Powerful Mode: Down, L2, Square, R1, Right, L1, Left, Circle

Gunship
Get your mission orders and begin the game. At the Loading Screen (where you see the graphic of the helicopter), take the first controller and press and hold the L1, L2, R1 and R2 buttons simultaneously for the entire time that the screen is up. As soon as the Mission Screen appears, you will see in the upper left-hand corner, the word, "Cheat." This is how you will know that the trick worked. Now you can fly through the level without worry of being shot down. Be careful of the mountains, though.

Johnny Bazookatone
From the main Option Menu, go to the Options. In the Options, access password. On this screen, enter this code for invulnerability: PILCHARD

Pandemonium!
Enter this code on the Password Screen for the result as shown: HARDBODY=Can't Touch This. You will be invincible!

PO'ed
The trick won't work unless you have the drill. Go somewhere safe and press Triangle to bring up the Weapon Select Menu. Choose the frying pan with L1 or R1. Press Triangle to confirm your choice. Press Triangle again to bring up the menu again. Now press and hold Circle+R1 to increment the selected weapon until you get a flashing 999 in your health counter.

Red Asphalt
Enter this at the in-game Pause Menu: Invincibility - Hold R1 and R2 and press Up, Left, Right, Down, Triangle, Square, Circle, X.

Spawn
Pause the game, then hold down L1+R1 and press Triangle, Triangle, X, X, Square, Circle.

Steel Reign
At the Main Menu Screen, press L2, L1, R2, Circle, Square, Circle, Circle, L1, L2, L1. You will hear a sound to confirm the code worked. Now you will be invulnerable to all enemy fire!

go to "Options" and then go to the Movie Replay Option. Here you can play any of the cinemas from the game! To access a hidden picture, you must defeat the game without using any continues. The final cinema will play, followed by the staff credits. If you are patient enough to wait for this to end, you'll be rewarded with a full-size picture of Motoke Kusanagi.

Heart of Darkness
All Levels and Cinemas
With the game off, make sure you have a controller in port two. Now hold down all **four Shoulder buttons**. Turn the game on and when you get to the Main Menu Screen, access the Options Screen (while still holding the four buttons). From the Options, you'll go to the Treehouse. From there go to "Load Game" and you'll have access to all levels and cinemas!

Hot Shots Golf
All Characters and Courses
To do this trick, you must first make sure that there are no memory cards in your system and a second controller must be plugged in. Now take controller two and hold the **L1+L2+R1+R2 buttons** simultaneously before the Title Screen appears. While holding these, go to the Title Screen. Immediately after the flash happens, press **Up, Up, Down, Up, Left, Right, Right, Left, Up, Up, Down, Up, Left, Right, Right, Left**. You must quickly do the button code as the Hot Shots logo is bouncing in, and finish the code before it stops. Once you do this, you'll hear a sound to confirm that it worked. Now begin your game, and on the Character Select Screen, you will have access to all the players without having to earn them. On the Course Select Screen, you will see that all the courses are now available!

Impact Racing
Many Cheats
The following are several passwords that will grant you different results, such as Invincibility, Weapons and more! Just go to the Password screen and enter these codes. For Invincibility enter: I.AM.IMORTAL. For Infinite Weapons enter: LOADSOFSTUFF. To Gain All Weapons enter: ALL.TOOLEDUP. For Level Skip enter: RABBITBADGER. For Final Level enter: ENDGAMELEVEL. For Extra Bonus Tracks enter: BONUS.LEVEL. To access ending credits and a jukebox feature enter: JOURNEYS.END.

Jet Moto 2
All Tracks, Race as Enigma
This trick is very long-winded, but it's worth it to enable all the tracks. From the Title Screen, go into the Options and put the Difficulty on Master and set the Laps Per Race to 5. Exit and go into the One-player Option. Choose Li'l Dave at the Select Rider screen (Press X). Now press Triangle until you go back to the Title screen. Press Up, Down, Left, Right, R2, R1, L2, L1 (this must be done quickly). Go back into Options and set the laps to 3. Go into the One-Player option again and choose Wild Ride (press X). Press Triangle until you're back to the Title Screen. Now press Up, Left, Down, Right, Square, R2, Circle, L2 (this must be done quickly). Go back into the Options again and set the Difficulty to Amateur and turn Turbo Off. Go in the One-player Option and pick Bomber. Go back to the Title Screen again and press R2, R1, L1, L2, R2, R1, L1, L2 (this must be done quickly). Now choose your racer and pick Single Track at the Choose Race Type Screen. You will see that all the tracks are available including the alternate tracks!

To race as the mysterious Enigma, go into the Options and set the Difficulty to Master and the Laps to 6. Go back to the Title Screen and press Left, Square, Down, Triangle, Right, Circle, L1, R1 (this must be done quickly). Enigma will now be available from the Select Rider Screen.

Krazy Ivan
Stage Select
Begin your game by choosing Start Game at the Title screen. When the blue screen with the Russia mission appears, press Right to move to the Japan mission. Before the information appears on the screen, press and hold X and diagonally Down-Left. The Earth will be rotating to different missions. To choose one, just let go of the buttons at the point on the globe that you want to play.

Legacy of Kain
Game Codes
Blood Refill
While playing, press **Up, Right, Square, Circle, Up, Down, Right, Left** to refill your blood.
Full Magic
To fill your magic meter, press **Right, Right, Square, Circle, Up, Down, Right, Left** while playing.
View all Videos
To view all the video clips, press **Left, Right, Square, Circle, Up, Down, Right, Left** while playing, then press **Select** and view the Dark Diary.

Lode Runner
Multiple Tricks
Level Warp - In the middle of play, hold L2 or R2 and press one of the corresponding buttons to warp to a different level:
Circle = Forward one level
Square = Back one level.
Triangle = Forward 15 levels.
X = Back 15 levels.
Extra Lives - On your last life, press Select and go to "Restart." When the level reappears, you will begin it with five lives.
See the Cinemas - On the Main Menu, move down to Options. With Options highlighted, take controller two and use the key shown below to combine buttons for different level cinemas:
[R2=1, L2=2, R1=4, L1=8]
While holding the combination of buttons, press X to access that cinema.

For example: If you wanted to see the Level 3 cinema, you would hold R2+L2 and then press X, all on controller 2.
Faster Gameplay - Choose "The Legend Returns" from the Main Menu Screen. Highlight "1 Player" on the next screen and hold R2. Then press the X button. The game will now be playing faster than before.

Madden NFL 99
Cheat Codes
At the Main Menu Screen, move down, highlight and access the "Code Entry" Option. On the Code Entry Screen, press X on New Code Option.
Enter any of the codes for the results shown:
New Teams
BESTNFC - All Stars NFC
AFCBEST - All Stars AFC
BOOM - Madden '98 Team
IMTHEMAN - Stats leaders
PEACELOVE - All '60s team
BELLBOTTOMS - All '70s team
HEREANDNOW - All '90s team
TURKEYLEG - Madden All-Time Greats
THROWBACK - 75th anniversary team
GEARGUYS - NFL equipment team
WELCOMEBACK - '99 Cleveland Browns
INTHEGAME - EA Sports Team Secret Stadiums
EA STADIUM - EA Sports
DOGPOUND99 - Cleveland
THEHOGS - RFK Stadium Washington, D.C.
NOTAFISH - Old Miami
SOMBRERO - Old Tampa
FOR RENT - Astrodome
OURHOUSE - Tiburon
STICKEM - Original Oakland

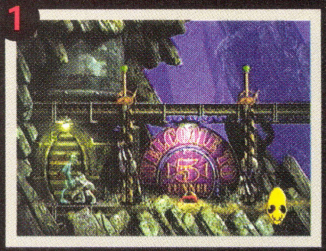
Mass Destruction
Open Every Level
Access all the missions with this password. Enter it at the Password Screen:
TTTTTTTTTTTTGP.

Metal Gear Solid
Snake's Tuxedo
To play as Solid Snake in a Tuxedo, you'll have to beat the game twice using your old save data to reload new games. Then on the third game, Snake will change into his tuxedo when he is on the elevator coming out of the dock.

Oddworld Abe's Exoddus

Next Section Warp

1 During the game, hold the **R1 button** and press **Circle, Circle, X, X, Square, Square**.
2 This cheat will take you to the next section of the game, and you can use the cheat as often as you like to get past difficult areas of the game. Be warned: Skipping sections of the game will decrease the number of saved Mudokons in the game!

1


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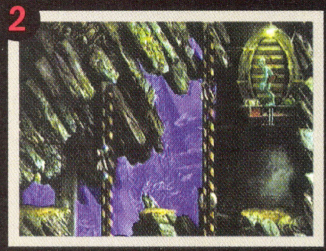

Mortal Kombat 4
Hidden Cheat Menu
From the Main Menu, choose Arcade and 1-on-1 Kombat. Begin a game with two players. Have both player one and two choose any character. At the Versus Screen, enter this Kombat Kode: **302-213**. After you begin your match, press **Start** to pause and choose "Quit." Back at the Main Menu, go into the Options Screen. Now highlight the "Vs. Screen Enabled" Option and hold **Block+Run** simultaneously for about 10 seconds or more. Eventually, you will hear a voice and the "Cheats" Menu will appear! You will now be able to turn on and off different sets of fatalities, level fatalities and endings in the game! To do an automatic fatality, just get to the point where it says, "Finish Him/Her" in the game, and then press **Down+High Punch** at the same time. Your character will then do the fatality that was turned on in the Cheats Menu.

N20
Many Cheat Codes
At the Main Menu, scroll through the choices until you see "Game Options." Access this option and inside this Options Menu, scroll until you see "enter code." Now access this option and enter the following cheats for the results shown:
- Firewall Cheat: X, X, Square, X, X, X, Triangle, Triangle
- Weapons Cheat: Square, X, Circle, Square, X, Square, Circle, Square
- Infinite Lives: Circle, X, X, Triangle, Square, Triangle, Square, Circle
- Access any Level: Square, Triangle, Circle, Triangle, X, Triangle, Square, X
- Bonus Ship: X, X, X, Square, Triangle, Circle, X, Triangle
- Bonus Level Access: Square, Square,

PlayStation Codes

R-Types

Game Cheats

1 Level Select
Highlight either the "R-Type" or "R-Type II" Options at the Title Screen. Quickly press L2(10), R2(10). Begin gameplay and press Start to access the Stage Select andFMV sequences within the Menu Options. Choose your stage and then press X to begin.

Slow Down Ship
Pause game play in R-Type or R-Type II. Hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left, X.

Speed Up Ship
Pause game play in R-Type or R-Type II. Hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left, Circle.

1

Square, Triangle, Circle, Triangle, Square, Square
• Water Effect On: Circle, X, Square, Triangle, Triangle, Circle, Triangle, Circle
• No Bonus Reset After Death: Square, Triangle, X, Triangle, Circle, Square, Triangle, X
• Disable Cheats: Square, Square, X, Circle, Circle, Circle, Circle, Triangle

Nanotek Warrior

Various Game Cheats
Press **Start** to pause during the game and enter any of the codes:
Stop your Ship: **Triangle**, **Left**, **Triangle**, **Right**, **Triangle**, **Up**, **Triangle**, **Start**. Stop your ship at any time by pressing **Triangle**.
Enable your Memory Card: **Left**, **Right**, **Left**, **Left**, **R2**, **Circle**, **L1**, **X**. This allows you to save a game onto the memory card. A memory card must be inserted prior to booting up for this to work. Once the code is entered, you can save by quitting out. Then you will be put into the modified Password Screen from where you may save.
Access Full-Shield: **Select**, **Circle**, **Right**, **Up**, **Up**, **L1**, **L1**, **X**. This allows you to gain full shield capacity.
To access Warp Sim: **Circle**, **Square**, **Circle**, **Square**, **Triangle**, **Triangle**, **Triangle**, **X**. This allows you to simulate the speed burst of the warp zones.

Lock-On Lightning Bolt
When you finish the game on the Hard difficulty setting, you get a lock-on lightning bolt special weapon. With this password, you can get it without beating the game. Just highlight and enter the Password Option from the Main Menu Screen and enter: **X**, **Square**, **Triangle**, **Circle**, **Square**, **Circle**, **X**, **Triangle**, **X**. You'll be taken to Level 1 with your ship souped-up with spread lasers and the new Lightning Bolt weapon which can be used with the **Circle** button.

NASCAR 99

Play as Announcer's Car
From the Main Menu Screen, choose the Single Race Option. On the Race Setup Screen, choose the Select Track Option. Now select the Richmond track. Move up and highlight Select Car and enter this code within four seconds: **R2**, **R2**, **L1**, **L1**, **L2**, **L2**, **R1**, **R1**, **R2**, **L1**. You will hear a sound and the Benny Parsons car will appear!

Need For Speed III

Open Cars, Tracks, Etc.
From the Game Setup Menu, highlight and access the Options. Move down to User Name and enter the following passwords:
SPOILT: This gives you all the regular cars and tracks.
1JAGX: Open the Jaguar XJR-15 Bonus Car
AMGMRC: Get the Mercedes-Benz CLK GTR

NFL Blitz

Blitz Cheats
These codes worked on the arcade, and now they also work for the PlayStation arcade version! Enter the following codes during the Vs. Screen. Some codes may not work in one-player games and some two-player codes may require both players to do the code.
For No CPU Assist press **Jump (1X)**, **Pass (2X)** and pad **Down**. (Two-player Mode only)
To Show More Field press: **Jump (2X)**, **Pass (1X)** and pad **Right**
For Fog On press: **Jump (3X)** and pad **Down**
For Fast Turbo Running press: **Jump (3X)**, **Pass (2X)** and pad **Left**
For Huge Head press: **Jump (4X)** and pad **Up**
For Thick Fog press: **Jump (4X)**, **Pass (1X)** and pad **Down**
For Super Blitzing press: **Jump (4X)**, **Pass (5X)** and pad **Up**
For Big Ball press: **Jump (5X)** and pad **Right**
To Hide Receiver Name press: **Turbo (1X)**, **Pass (2X)** and pad **Right**
For Tournament Mode press: **Turbo (1X)**, **Jump (1X)**, **Pass (1X)** and pad **Down**
For Random Play Choice press: **Turbo (1X)**, **Jump (1X)**, **Pass (5X)** and pad **Left**
For Super Field Goals press: **Turbo (1X)**, **Jump (2X)**, **Pass (3X)** and pad **Left**
For Big Players press: **Turbo (1X)**, **Jump (4X)**, **Pass (1X)** and pad **Right**

Cheat Codes
On the Team Vs. Screen, enter any of these codes with the **Turbo**, **Jump** and **Pass buttons** and then a direction on the control pad. Note: Some codes need to be entered by the second player as well, and are noted as such.

3-2-1-Left	No Head
1-2-3-Right	Headless Team
0-1-0-Up	Late Hits
2-0-0-Right	Big Head
5-0-0-Left	No Stadium
1-5-1-Up	No Punting
4-3-3-Up	Invisible
2-1-2-Left	Clear Weather
5-2-5-Down	Weather: Snow
0-0-1-Down	Show FG%
3-1-4-Down	Smart CPU
4-2-3-Down	No Random Fumbles
2-0-3-Right	Big Heads (team)
2-1-0-Up	No First Downs
3-1-0-Right	Small Players
2-5-0-Left	Fast Passes
2-1-1-Left	Allows Out Of Bounds
5-1-4-Up	Infinite Turbo
2-3-3-Up	Power-up Teammates
3-1-2-Left	Power-up Blockers
4-2-1-Up	Power-up Defense
4-0-4-Left	Power-up Speed (2P)
2-2-2-Right	Night Game
5-5-5-Right	Weather: Rain
5-5-5-Up	Hyper Blitz
3-4-4-Up	No Interceptions

Hidden Players
When asked to Enter a Name for Record Keeping, choose "**Yes**." Now enter one of the names shown below and the pin number to access the following players. You will know that you entered them correctly if you hear the announcer say, "Lights out, baby!"

Turmel	0322	Mark Turmell
Sal	0201	Sal Divita
Jason	3141	Jason Skiles
Jenifr	3333	Jennifer Hedrick
Daniel	0604	Dan Thompson
Japple	6660	Jeff Johnson
Shinok	8337	Shinnok from Mortal K.
Raiden	3691	Raiden from Mortal K.
Mike	3333	Mike Lynch
Gentil	1111	Jim Gentile
Brain	1111	Brain
Forden	1111	Dan Forden
Skull	1111	Skull
Carltn	1111	Headless Guy
Root	6000	John Root
Luis	3333	Luis Mangubat

Other Secret Players
Enter these codes the same way as the ones above.

Thug	1111	Van	1234
Billz	0526	Zz	1221
Jimk	5651	Marka	1112
Ed	3246	Todd	1122
Mitch	4393	John	5158
Josh	4288	Ryan	029
Beth	7761	Brian	0818
Grinch	2220	Paulo	0517
Lt	7777	Nico	4440
Gatson	1111	Guido	6765
Rog	8148	Monty	1836
Shun	0530	Gene	0310
Paula	0425	Dbn	6969

NFL Xtreme

Player Alterations
From the Main Menu Screen, choose the Rosters Option. In the Rosters Screen, choose "CreateFreeAgent." On the CreateFreeAgent Menu, enter the following first and last names for the results as shown:
BIGHEAD BOBBY - All players have huge heads.
GEORGE GIRAFFE - The quarterback has a neck like a giraffe.
LAMEBOY LENNY - All players walk around like they are lame.
MONKEY MICKY - All players have huge arms.
TINY TOM - All players are tiny.
You don't have to sign them on a team. Just leave them in the free-agent pool. Remember, you can change their stats so they don't have 40 of everything. Also, you can mix and match codes together for different results!

NHL 99

Cheat Codes
Enter these codes at the Password Screen.
BIGBIG - All the players are big
BRAINY - All players have big heads
EAEAO - Activates the EA Blades Team

Pitfall 3D

Awesome Password Cheats
At the Title Screen, access the "Password" Option from the Main Menu. From the Password Screen, enter any of the following:
GIVEMELIFE: Adds 10 lives to the next game launched.
PLAYMOVIES: Plays all movies.
PITFALLCOMIC: Plays all of the original comic-style cutscenes.
STEVECRANEME: Gives the player 99 lives.
2DHARRY: Causes Harry to be displayed in 2D.
ZEROGHARRY: Causes Harry to float and twist in the game.
BIGHEADHARY: Makes Harry's head really big.
STOPTALKING: Turns off in-game quips.
CREDITS: Password to gain access to the Credits sequence.

Special Credits Screen
Holding **R1** at the end of the last credit ("Thanks to Families" Screen) brings you to a Self-congratulatory Credit Screen.

Pocket Fighter

Play as Akuma and Dan
These characters are very simple to get, but just in case you haven't found them yet, go to the Player Select Screen and move **Left** of Ryu to find Akuma and move **Right** of Ken to find Dan.

Pool Hustler

Hidden Bowlliard Mode
This trick will reveal the hidden "Bowlliard" Mode.
At the Title Screen, press **Up**, **Up**, **Down**, **Triangle**, **Triangle**, **X**, **X**, **Left**, **Right**, **Square**, **Circle**.
Now go to the Main Menu Screen and you will see a new option in the middle called Bowlliard, which combines the game of bowling and billiards.

Rally Cross 2

Multiple Codes
For all of the codes below, begin a new season.
Then input the codes at the Enter Name Screen. Note: The Tracks, Difficulties and Cars code doesn't unlock all of the tracks; you'll also need the individual track codes.
All Tracks, Difficulties and Cars - **moobmoob**
Hillside Track - **bsirhc**
Dusty Road Track - **mit**
Rock Creek Track - **kcin**
Dry Humps Track - **cire**
Little Woods Track - **foster**
Frozen Trail Track - **nivek**

Test Drive 5

More Cars and All Tracks

1

These codes will give you access to the rest of the cars and all of the hidden tracks! To do this, you have to get a high score and enter one of the names shown below on the name entry screen.
1 The easiest way to do this, is to select Drag Race from the Race Type screen and get a high score. Enter one of the names below for various results:

2 **RONE**- for access to more cars.
MTHREE- for half of the tracks.
3 **NTHREE**- for the other half of the tracks.

2

3

Arcade TRICKS

Blitz '99

Extra Page of Plays

All three buttons pressed three times, Joystick Down.

All Time QB or Receiver

All three buttons pressed two times, Joystick Left.

Other Fields

Enter different button and joystick combinations after you select your team, but before the screen with lock boxes appears. (FYI: This is because the game has to know what field is being used as the HD is working while you input your "lockbox" codes.)

Snow Field

Press Up and Turbo.

NFL Blitz

Many Cheats

To access these cheats, follow each of the procedures below using the button and joystick combinations. Enter each code at the Vs. Screen. Note: Some codes may not work in one-player games and some codes being used in a two-player game may require both players to do the code.

For No CPU Assist press Jump (1X), Pass (2X) and Joystick Down. (Note: Only works in Two-player Mode.)
To Show More Field press: Jump (2X), Pass (1X) and Joystick Right.
For Fog On press: Jump (3X) and Joystick Down
For Fast Turbo Running press: Jump (3X), Pass (2X) and Joystick Left
For Huge Head press: Jump (4X) and Joystick Up
For Thick Fog press: Jump (4X), Pass (1X) and Joystick Down
For Super Blitzing press: Jump (4X), Pass (5X) and Joystick Up
For Big Ball press: Jump (5X) and Joystick Right
To Hide Receiver Name press: Turbo (1X), Pass (2X) and Joystick Right
For Tournament Mode press: Turbo (1X), Jump (1X), Pass (1X) and Joystick Down
For Random Play Choice press: Turbo (1X), Jump (1X), Pass (5X) and Joystick Left
For Super Field Goals press: Turbo (1X), Jump (2X), Pass (3X) and Joystick Left
For Big Players press: Turbo (1X), Jump (4X), Pass (1X) and Joystick Right

No Car Collision - **incorporeal**
Low Gravity - **airfilled**
High Gravity - **leadshot**
Restore Gravity - **mooney**

Resident Evil 2: Dual Shock

Play as Chris Redfield and Ada

To play as two new characters, beat Scenario B with either Leon or Claire (your old RE2 saved games work). This will open up the Extreme Battle Mode. Then you have to beat Extreme Battle on Level 1, which will let you play as Ada. After you get her, a Level 2 difficulty will become available. Complete Level 2 with any of the three available characters (Leon, Claire or Ada), and you'll get to play as Chris Redfield!

Rogue Trip

Cheat Codes

To make any of these cheats work, you must first enter the "Enable Cheats" code while in the middle of a game. Then put in one of the other codes as shown:

Enable Cheats
Press **L1 + R1 + R2 + Select** at same time when you first start the level.

Invulnerable
Press **L1 + R1** at same time, then press **Up, Down, Left, Right**.

Hornet's Nest
While stingers are selected, press **Triangle + L2 + L1 + R1 + Left**. Hold these buttons until you see the text confirmation that it worked.

Blow up the Earth
Lay an upgraded lob bomb in the back corner within 100 ft of UFO wreck. Transport up to moon, then detonate the bomb. Debris from the Earth will pummel the moon. Eventually you'll be in weightlessness. It ruins the game, but it's fun!

S.C.A.R.S.

Cups, Cars and Modes

On the Title Screen, press **Start**. On the Player Select Screen, choose your number of players.
On the Game Select Screen, highlight and choose the Options. On the Options Screen, choose Settings.
Now move down and highlight the "Password" Option and enter one of these codes:
GLASSX - Activates the Crystal Cup.
ROCKYY - Activates the Diamond Cup.
ZDPEAK - Activates the Zenith Cup.
XPERTS - Activates the Challenge Mode.
DESERT - Activates the Scorpion Car.
RATTLE - Activates the Cobra Car.
RUNNER - Activates the Cheetah Car.
MYSTER - Activates the Panther Car.
ALLVID - Activates the Codes.

Skullmonkeys

Max Out Lives, Free Halo

To get the maximum 99 lives in the game, enter this code while the game is paused: **L1, Triangle, Down, Left, Circle, Select, Square, Right**. To get a free Halo, which will protect you from one hit, pause the game and enter the following: **R2, Circle, Circle, Down, Left, Circle, Right, Down**.

Tenchu: Stealth Assassins

Debug Menu

While playing the game, press the **Start** button to pause.
While the game is paused, hold **L1 + R2**. While holding **L1** and **R2** press **Up, Triangle, Down, X, Left, Square, Right, Circle**. Then release **L1** and **R2** and then press **L1, R1, L2** and **R2**. Now press **Start** and immediately press **L2 + R2** both at the same time.
If you do this correctly, a blue screen will appear and many options will be available like stage select, charged items, layout enemy, etc.

Test Drive 5

Bonus Cars and Cop Chase Mode

From the Main Menu, choose Quick Race or under the Full Race Option, choose the Drag Race and get a good time that will get you a high score. Once you finish the race, exit the game and choose "Quit." On the High Score Screen, enter your name as **NOLIFE**.
This will get you three bonus cars: Chris' Beast, Pitbull Special and Behold the Mighty Maul! To enable the Cop Chase, get a good time and on the High Score Screen, enter the name, **VRSIX**. Now go back to the Main Menu and choose Full Race. On the Select Race Type Screen, choose the Cop Chase Option. Now you can choose from four different types of police cars.
In this mode, your object is to arrest as many lawbreakers as possible, while gaining points along the way. Use the R2 button to use your siren and disable your enemies by running into them.

Test Drive: Off-Road 2

Hidden Vehicles

At the Transmission Selection Screen (both for Single Race and World Tour), hold **Select** and enter the following button sequences:
Drive as a school bus: **L1, Up, L2, Down, Down, L2, L2, R2**
Drive as an ice cream truck: **R2, L2, L2, Down, Down, L2, L2, R1**

Theme Hospital

Level Passwords, More

From the Main Menu, access the Password Option. Enter the codes for the levels as shown:
Level 2: **X, Circle, Square, Triangle, Triangle, Circle, Square, X**
Level 3: **Circle, Circle, Triangle, Square, X, Triangle, Circle, Triangle**
Level 4: **Square, Triangle, Circle, Square, X, X, Triangle, Circle**
Level 5: **Circle, Triangle, Square, Circle, X, Triangle, Circle, Square**
Level 6: **Square, Triangle, Square, Circle, X, Square, X, Circle**
Level 7: **Square, Triangle, Triangle, Circle, X, Square, Triangle, Circle**
Level 8: **X, Triangle, Square, Circle, Triangle, Circle, Square, X**
Also, to get a clean hospital, save the game and reload it again when the hospital becomes full. All of the garbage and patients will disappear, allowing a fresh start.

TOCA: Championship Racing

Many Cool Cheats

Access the "Enter Name" Screen. Use one of the codes listed below when naming your driver, then the game will announce, "Cheat Mode enabled" and enter your name as normal.
JHAMMO - To access more tracks
CMLOCK - To lock tracks back up
PATSCREEM - To obtain TOCA Showdown, mirrored championship
CMNOHITS - Disable collision detection
CMSTARS - Staring Sky Mode
CMTOON - Cartoon background
CMDISCO - Volcanic track
CMCOPTER - Helicopter view
CMGARAGE - Bonus tank
CMCHUN - Go-kart Mode
CMLOGRAV - Low gravity
CMRAINUP - Reverse falling rain
XBOOSTME - Fast Mode, all cars driving faster
CMMICRO - Micro Machines Mode
CMDISCO - Gives multicolored fog

Tomb Raider 2

Game Cheats

Enter these codes to get some helpful, and not so helpful but funny, results. Each code must be entered while in a level.
Level Skip: Sidestep left, sidestep right, sidestep left, walk one step back, walk one step forward, turn around three times, then do a front jump and turn around in midair (**Up + Square**, then **Circle**).
All Weapons: This trick is the same as the level skip except at the end do a backflip and turn instead of a front jump. You should hear a click if you did the trick right.
Self-Destruct: Step forward, step backward, turn around three times, then jump any direction.

Tomb Raider III

Incredible Cheats, Secrets and Level Skip

In the middle of the game without pausing, enter any of these cheats as shown:
All Weapons - L2, R2, R2, L2, L2, L2, L2, R2, L2, R2, R2, L2, R2, R2, L2, L2, R2, L2, L2, R2.
You will hear a scream.
Fill Energy: R2, R2, L2, R2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, L2, L2, L2, L2.
You will hear her grunt.
Level Skip: L2, R2, L2, L2, R2, L2, R2, L2, R2, L2, L2, L2, L2, R2, L2, R2, R2, R2, R2, L2. Lara says, "No."
All Secrets (access All Hallows): L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, R2, L2, L2, R2, L2, L2, R2, L2, L2. Lara will sigh.
Gives You Race Key at Lara's House: R2, L2, L2, L2, R2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, L2, L2, R2, L2, L2. Lara says, "No."

Tomba!

Unlimited Hit Points

While playing in the game, if you are low on hit points, just find a save point and save the game. After you do this, press **Start** and choose "load game" and load the game that you just saved and you will have full hit points!

Triple Play 99

In-Game Cheats

Press and hold **L1 + L2 + R1 + R2** while doing each code. Enter any of these when in the game:
Cheat Home run: **Triangle, Square, Triangle, Circle, X, Square, Left, Right**
Cheat Strike Out: **Up, Down, Triangle, Square, Triangle, Circle, X, Square**

Twisted Metal III

More Tricks

1 These codes are to be entered at the Password Screen:

Smart seekers - Triangle, Left, Down, Right, Up (Helps improve homing missiles.)

Seeking Rain Missiles - Up, Down, Up, Down, Up

Super Napalm - R1, R1, L1, L1, L1

2 **God Mode** - L1, Square, X, R1, Start

CPU ignores health power-ups - Down, L1, Down, Start, Triangle

Unlimited Ammo - Triangle, Circle, Up, Right, Down

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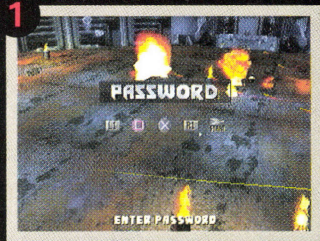

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X-Games: Pro Boarder

Circuit and All Levels Code

1 To open up the Circuit Option on the Main Menu, access the Options. Highlight and enter the Password Option.
2 Now enter this code as shown: **X, Circle, X, Triangle, Triangle, Square**

3 To open all of the levels of the game, access the Options from the Main Menu, highlight the Password Option and enter this code: **Square, Triangle, X, Square, Circle, Circle**

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Cheat Crowd Comment: **Up, Triangle, Down, X**
Cheat Weather Comment: **X, Down, Triangle, Up**
Cheat Sponsor Comment: **Left, Square, Right, Circle**
Cheat Stadium Info: **Down, X, Right, Circle**
Cheat Crowd Applause: **Triangle, Up, Up, Triangle**
Cheat Crowd Cheer: **Square, Left, Left, Square**
Cheat Crowd Ooh: **X, Down, Down, X**
Cheat Boo: **Circle, Right, Right, Circle**
Cheat User Cam: **Right, Left, Up, Down, Right, Left**
Cheat Overview of Batter: **Left, Square, Up, Triangle**
Cheat Nickname Game: **Circle, Right, Square, Left**
Cheat Historical: **Up, Triangle, Right, Circle**

Turbo Prop Racing

All Boats, Courses, Etc.

Put in any of these codes at the one-player "Name Selection" Screen. You will hear a horn if they were entered correctly. Note: _ is a space that goes before some of the codes.
To unlock all of the boats enter: **_boa**.
To view all of the full-motion video sequences enter: **_str**.
To unlock all of the Day courses enter: **_day**.
To unlock all of the Night courses enter: **_nit**.
To unlock all Mirror courses enter: **rrim**.
All boats are now ducks enter: **_qak**.
To get access to the hurricane boat enter: **hurr**.
To unlock all of the Fractal Tracks enter: **frac**.
To always finish in first place enter: **winr**.

Twisted Metal III

Sweet Tricks

Infinite specials:
Enter L1, L1, R1, R1, R1 as a password. You will return to the Main Menu. Now begin a game and quit. When you begin a game again, you will have an unlimited amount of your character's special weapon.

Play as Minion:
Enter Right, Right, Right, Left, Left as your password. You will return to the Main Menu. You can now select Minion at the Vehicle Selection Screen.

Play as Sweet Tooth:
Enter Left, Left, Left, Right, Right as a password. You will return to the Main Menu. You can now select Sweet Tooth at the Vehicle Selection Screen.

Club Kid's House Level:
Enter Left, Left, Left, Square, Square as a password. You will return to the Main Menu. Now select "Deathmatch," then choose any level and vehicle to begin at Club Kid's House bonus level.

Warehouse Level:
Enter Square, Square, Square, Left, Left as a password. You will return to the Main Menu. Now select "Deathmatch," then choose any level and vehicle to begin at the Warehouse bonus level.

Demo Level:
Enter Up, Up, Up, Left, Left as a password.You will return to the Main Menu. Now select "Deathmatch," then choose any level and vehicle to begin at the Demo level shown in the background at the Main Menu.

Enable memory card:
Enter Start, Start, Start, Start, Start as a password. You will return to the Main Menu. Now configure your settings and begin a game. Before the game begins, you will be prompted to save.

The Unholy War

Secret Characters, Battlefields and Maps

There are only three cheats in The Unholy War; all of which use the same code, though in different places. The Code is as follows: Press the **Circle + Square buttons** simultaneously. Press the **Select button** four times. Press the **Start button** three times. Press the **Square button** two times. Press the **Circle button** once. Press the **Circle + Square buttons** at the same time again.
To Unlock Secret Characters, highlight "Set Teams" on the Mayhem Selection Screen and perform the code.
To Unlock Secret Battlefields, highlight "Accept Teams" on the Mayhem Selection Screen and perform the code.
To Unlock All One-player Strategy Maps, highlight "Set War" on the Strategy Selection Screen and perform the code.

Vigilante 8

Many Cheat Codes

Lighter Cars—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: **REDUCE_GRAVITY**. The vehicles will jump higher.
Invincibility—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: **I_WILL_NOT_DIE**. You will now be invulnerable to all hits.
Same Vehicle—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: **SAME_CHARACTER**. In Arcade Mode, you can choose opponents that are the same as your car.
Increase Difficulty—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: **HARDEST_OF_ALL**. Your opponents will now be more aggressive and the game will be more difficult.
No Enemies—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: **GO_SIGHTSEEING**. This allows you to pick "no enemies" in Arcade Mode.

VR Baseball '99

Easy Outs

In the middle of a game against the computer, get to the part of an inning where you're playing in the outfield. A computer player must only be on first base for this trick to work. Have the pitcher throw the ball to the second baseman. Make the second baseman run out to the grass behind (above) second base. Then throw the ball to home plate. The computer player on first base will run toward second. Quickly throw the ball back to second base for an easy out. If you're quick enough, it will work every time!

WarGames: Defcon 1

All One-Player W.O.P.R. Levels

From the Title Screen, access the Options. Now go to the "Choose Game Type" Option. Select the Two-player: W.O.P.R. Co-op. Now go to the Select Mission Option. Highlight and choose Level 2. Now enter this button sequence: **Circle, X, Circle, Circle, X, Circle, X, X, Circle**. Now go back to the Main Menu, go into Options again and access "Choose Game Type." Now choose One-player: W.O.P.R. Go into the Select Mission Option and you will see that all of the missions are open! Now choose your starting level.

Wild 9

Cheat Codes

Play the game until you hit Craterscape. This should be the fourth planet. Play the level and note that there is a "1-Up" behind the first pillar. Once you receive the extra man, press **Start**, then **Select**, and press Quit (Select Yes). Then press **Start** again and "Continue previous game." Go back and repeat the process.You will receive as many men as you wish as long as you continue to repeat the method.

WWF War Zone

Play as the Trainer/Big Head Mode

On the Main Menu Screen, press **L1, R1** (it may take a few tries to get it to work). This will take you to the basement, where hidden characters and modes are accessed after they are unlocked. Here are two of them to get you started:

Wrestle as Training Mode wrestler:
Go to Training Mode and from the screen where you choose wrestlers, select "Custom" followed by "Trainer."

Big Head Mode:
Win the WWF title in Challenge Mode on the medium or hard difficulty level with British Bulldog.

Movie Code

Once the "Press Start" Screen appears, quickly press (**Up + Triangle, Right + Circle, Down + X, Left + Square**). Press everything in the parenthesis four times. Then press **R1 + L1, L2 + R2, R1 + L1, R2 + L2**. The word Movie 1 will appear under the word, Zone. Press **Up** and **Down** to chose the movie you want. Then access the movie with the **X button**.

Saturn 3D FIGHTERS

Battle Arena Toshinden URA

Four New Characters

The following codes when entered at the Title Screen will allow you to choose four new characters and a way to use your specials on your main buttons. Note: These codes need to be entered in the following order to work.
For Repli/Wolf enter: A, B, Z, X, Y and C.
For Special Weapons enter: A, Z, C, X, B and Y.
For Vermilion/Sho enter: A, Y, C, X, B and Z.

Fighters Megamix

Hyper Mode

To get a speed boost in the game, play 100 rounds. You will be able to access Hyper Mode.
Play As Secret Character Meat
To access Meat, load the game up to the Title Screen and then turn off the machine. Do this at least 30 times. Now go back to the Character Select Screen and highlight Kumachan. Choose him with X to play as the new character.

Fighting Vipers

Options Plus Menu

Finish the game in Normal difficulty. This menu will be selectable on the Start/Options Screen.

Play as BM and Mauler

Finish the game on the hardest difficulty with any character, and they will be selectable on the Character Select Screen by scrolling past the visible list of characters.

Play as Kumachan

On the Character Select Screen, play in Versus Mode and play through at least 40 matches (more or less). He will be selectable on the Character Select Screen in the same manner as B.M. and Mauler.

Virtua Fighter

Change the Ring Size

At the Press Start Title Screen, press Up 12 times and then press Start. Now choose the Options. You will hear the announcer say, "KO!" In the Options Menu, press down until you get to the Exit and then press down once more. Your highlight bar will disappear. Now press button A and you'll get to the Option + Menu where you can select your starting stage and change the size of the ring!

GameShark CODES

Aladdin
GameShark Codes

Infinite Lives:	010309DC
Infinite Health:	01100ADC

Earthworm Jim
GameShark Codes

Infinite Lives:	010AD6C1
Infinite Energy:	0164D7C1
Infinite Plasma Shots:	01E893C1

Link's Awakening
GameShark Codes

Infinite Arrows:	013045DB
Infinite Bombs:	01304DDB
Infinite Health:	01185ADB
Infinite Magic Powder:	01204CDB
Infinite Rupees:	01FF5EDB

Metroid 2: Ret. of Samus
GameShark Codes

Infinite Missiles:	013953D0
Invincibility:	018784D0
Infinite Energy P1:	014020DD

Pokémon
GameShark Codes

Infinite Energy:	01ff16d0
No Random Battles:	01033cd1
Infinite Money:	019947d3
019948d3	019949d3

Space Invaders
GameShark Codes

Aliens Can't Shoot:	010419D1
Infinite Ships:	010269D7

Street Fighter II
GameShark Codes

Infinite Energy P2:	0120C0C1

Super Chase H.Q
GameShark Codes

Infinite Boosts:	010206C4
Infinite Time:	0101E4C3

Super Mario Land
GameShark Codes

Infinite Continues:	010902C0
Infinite Lives:	010115DA
Infinite Time:	019961DA

Turok
GameShark Codes

Infinite Health:	0109F9C0
Infinite Lives:	010AFAC0
99 Gems:	01638ODE
Infinite Arrows:	0163A1C1

Wario Blast
GameShark Codes

Unlimited Time:	800787C5

War Zone
GameShark Codes

Infinite Energy P1:	01904DC6
Infinite Time out of the Ring:	010011DD
P2 No Energy:	
010A4CC7	010A4DC7
Quick Pin:	01030DDD

Avenging Spirit
Expert Level
At the Title Screen, simultaneously press Up, A and B. When you hear a tone, press Start to begin.

Boomer's Adventure in Asmik World
Stage Select
For your password, enter ANCIENT. Change the number of the stage by pressing Up or Down. If you select a stage with a punctuation mark after the number, the stage numbers will decrease. If you select a stage that has no punctuation mark after the number, the stage numbers will increase.

Bubble Bobble Part 2
Extra Puzzles
For your password, put in > 5 > V. Press Start to get to the Stage Select Screen. Use Up and Down to cycle through the stages, and press Start to begin. Do not select Exit or it will not work.

Castlevania: The Adventure
Secret 1-Up
This is a very simple tip that will allow you to raise your reserves of lives by one. When the game begins, ignore the first torch that you see. Whatever you do, don't whip it! If you collect all the torches after that, you'll discover that one will become a 1-Up instead of just being another coin.
Hidden Rooms
Hidden within each level are secret rooms filled with weapon and health power-ups, not to mention free lives! To locate these rooms, you must continue to climb the rope to the right of the first big tree stump (level one), then jump off the rope to the right in the middle of the stone shaft just one screen after escaping the horizontal spikes (level three). Now go kill Dracula!

Cosmo Tank
Sound Test
On the subscreen at the beginning of the Quest Mode, simultaneously press and hold Down, A and B. While holding these, press Start. If this is done correctly, the message "Sound Test 01" will appear.

Daedalian Opus
Stage Select
For your password, input "ZEAL."

Dead Heat Scramble
Stage Select
On the Title Screen, press B eight times, A eight times, and then press B one less time than the stage you want to go to. For example, press B four times for Stage 5.

Donkey Kong Land 2
40 Banana Coins
On the Game Select Screen, hold Right or Left in front of the game you wish to play, then press B, B, A, A. You will hear a chime if you did this correctly.
All Kremcoins
On the Game Select Screen, hold Right or Left in front of the game you wish to play, then press A, B, A, B. You will hear a chime if you did this correctly.
Extra Lives
On the Game Select Screen, hold Right or Left in front of the game you wish to play on, then press A, A, B, B. You will hear a chime if you did this correctly.

Donkey Kong Land 3
Bonus Stage
Go to the Cape Codswallop's level "Total Rekoil." When you begin the stage, jump toward the left to enter a bonus stage.

Faceball 2000
Level 01 to 10 Warp
When you get to the flashing section of wall at the end of the first level, turn 180 degrees and fire at the wall. The wall will disappear, revealing a clue item that will warn you that you are nearing the warp. Move forward and shoot the next wall to reveal another flashing wall. Walk into it to warp to level 10!
Level 10 to 20 Warp
As soon as you see the Level 10 exit, turn 180 degrees and fire at the wall. A new exit will open up that takes you straight to Level 20!

Final Fantasy Legend
Sound Test
To access a hidden Sound Test, go to the Title Screen and simultaneously press and hold Down+Select+A for around five seconds or more.

Final Fantasy Legend II
Sound Test
On the Title Screen, simultaneously press Select, B and Start. Change the number by pressing Left/Right, and listen by pressing the A Button. For more sound effects, go to the Title Screen and select "Continue." Move the cursor to a save file with a party over level 57, then press B to return to the Title Screen. Hold Select, B and Start to access the Sound Test and press A to listen to the sounds. The number of sounds you can listen to will equal the total levels in your party.

Go Go Tank
Seven Chances and Invincibility
On the Title Screen, press Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up, Right and Start. You'll have seven lives and seven continues. For invincibility, on the Title Screen, press Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up, Left and Start.

Hunt For Red October
25 Lives
On the Map Screen, hold A and B, then press Select, Up and Down.
25 Missiles
On the Map Screen, hold A and B, then press Up and Down.
Stage Select
On the Title Screen, press B, Select, Left, Right, then Start. The message "Starting World: 1" will appear. Change the number by pressing Left/Right, then press Start to begin.

Hyper Lode Runner
Advanced Players Stage Select
After you have completed 50 Levels, you can enter "Q M O 3 8 8" as your password to go back to see any of the previous levels.

Jurassic Park
Stage Skip
At the Title Screen, when the T-Rex has its mouth open, press Up, Down, Left, Up, Down, Right, and Select. Repeat the whole sequence, and you will hear an explosion. Begin your game, press Start, and then press Select to skip to the next stage.

Kirby's Dream Land
Special Config. Mode
At the Title Screen, press and hold Down+B+Select. Using the control pad, you can choose different options. On the Sound Test, press A to enter it so you can listen to different sounds from the game.
Secret Bonus Game
On the Title Screen, hold Up+A+Select at the same time. The word "Extra" will appear. Press Start to play the Bonus Game.

Kirby's Pinball Land
Fight Only Bosses
At the Title Screen, press Right+Select+A+B at the same time. Now you'll see a black cat run across the High Score Screen. Press Start to begin your game and you will end up at a screen with the names of all the Bosses. Move Kirby to the star by the name of the Boss against which you want him to begin. Defeating three Bosses will let you face King Dedede!
Play Bonus Games
At the Title Screen, press Left+B+Select at the same time. Start a new game and go to any stage. Now you will be at the bonus game of that stage!

Lion King
Stage Skip
While playing, pause the game by pressing Select, then press B, A, A, B, A, A and the game will automatically skip to the next level.

Mercenary Force
Level Select and Extra Starting Money
For extra starting money, go to the Title screen, hold Up, Select, A and B, then press Start. For a stage select, enter the 50,000 Yen code, then press Start. When "Round 1" appears, hold Right, and press Start the number of times equal to the number of stages you wish to skip.

Mortal Kombat
Play As Goro
You must first complete the entire game with any character. Now wait for the credits and "The End" to appear. Press and hold Up+Left+Select+A until the Title Screen appears. Let go of all the buttons, and then press Start.

Motocross Maniacs
Hidden Power-Ups
Throughout each level, you can pick up all kinds of enhancements like Nitro Boosters and Time Extenders. There are also hidden power-ups, like a Jet that enables you to use your Nitros to fly and little cycles that mean faster speeds. To find them you must do a flip in the secret area in which they are located.

Mysterium
Many Codes
Quick Continue:
Lose all your lives and continue, then take the Iron and drop it in the Pool of Fire to get the

NFL Blitz

Blitz Codes

From the Main Menu Screen, choose Exhibition Mode and then pick your team. At the Matchup Screen, press the following buttons for the code results as shown:

No Fumbles:
Start, Start, Start, Start, B, B, A, A, A, Down
Infinite Turbos:
Start, Start, Start, Start, Start, B, A, A, A, A, Up
Night Game:
Start, Start, B, B, A, A, Right
No Pointer:
Start, Start, Start, B, B, B, A, A, A, Left
Invisible Receiver:
Start, Start, Start, Start, B, B, B, A, A, A, Up

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Pocket Bomberman

All Power-ups and Area Passwords

1 Enter the password **5656** to start with all power-ups.

Area Passwords

Forest World
Area 1 - **7693**
Area 2 - **3905**
Area 3 - **2438**
Area 4 - **8261**
Area 5: Boss - **1893**

Ocean World
Area 1 - **2805**
Area 2 - **9271**
Area 3 - **1354**
Area 4 - **4915**
Area 5: Boss - **8649**

Wind World
Area 1 - **0238**
Area 2 - **5943**
Area 3 - **6045**
Area 4 - **2850**
Area 5 Boss - **8146**

Cloud World
Area 1 - **9156**
Area 2 - **2715**
Area 3 - **4707**
Area 4 - **7046**
Area 5: Boss - **0687**

Evil World
Area 1 - **3725**
Area 2 - **0157**
Area 3 - **5826**
Area 4 - **9587**
2 Area 5: Boss - **3752**

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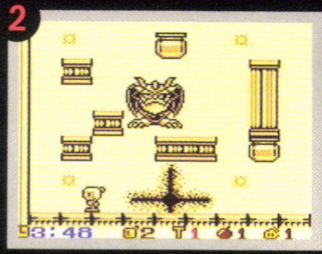

Glass Key. Go down the passage and use the key to open the door. Continue down the passage to find the Vitriolk. Pick it up and use it to be warped back to where you were before you were defeated.
Level Drop:
Call up the Map, then press B, Select and Down simultaneously. This allows you to drop down a level from the level you are currently on.
Pass Key Plus:
Call up the Map, then press A, B, Left and Start simultaneously. When you check your inventory, you will have an item called the "Pass Key" which can open any door in the game. Drop it into a pool, and it will transform into a "Downlevl" which will allow you to drop down a level in the dungeon. Drop the "Downlevl" into a pool, and it will transform into an "Uplevel" which will allow you to transport up a level in the dungeon. Drop the "Uplevel" into a pool, and it will transform into a "Superpow" which makes you invincible to enemy fire.
Inventory Overload:
Call up the Map, then press B, Up and Select simultaneously.

Zelda: Link's Awakening DX

Alternate Music

1 To change the background music at the File Selection Screen, begin a new player and enter your name as **ZELDA**. Note: Be sure to use capitals only.

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NBA Jam: Tournament Edition

Many Codes

Always on Fire:
At the Tonight's Match-Up Screen, press Down, Right, Right, B, A, Left.
Super Dunks:
At the Tonight's Match-Up Screen, press Left, Right, A, B, B, A.
More Interceptions:
At the Tonight's Match-Up Screen, press Left, Left, Left, Left, A, Right.
More Three Pointers:
At the Tonight's Match-Up Screen, press Up, Down, Left, Right, Left, Down, Up.
High Shots:
At the Tonight's Match-Up Screen, press Up, Down, Up, Down, Right, Up, A, A, A, A, Down.
Slippery Court:
At the Tonight's Match-Up Screen, press A, A, A, A, A, Right, Right,Right, Right, Right.
Legal Goal Tending:
At the Tonight's Match-Up Screen, press Right, Up, Down, Right, Down, Up.
Display Shot Percentage:
At the Tonight's Match-Up Screen, press Up, Up, Down, Down, B.

Nemesis

Many Codes

FULL OPTIONS PLUS
Start the game, then pause it by pressing Start. Now press Up, Up, Down, Down, Left, Right, Left,Right, B, A and Start.
FULL SPEED AND SHIELDS
Start the game, then pause it by pressing Start. Now, press B 5 Times, then A 5 Times. This will work once per game.
FULL POWER DOWN
Start the game, then pause it by pressing Start. Now press the A Button, then Left four times,then repeat the sequence four more times. Use this code only if you want a real challenge; it will take away all your ship's accessories!
NO POWER UPS
Start the game, then pause it by pressing Start. Press Up, Select, Down, Select, Left, Select, Right, and Select, then repeat this sequence twice more. Use this code only for added challenge; it prevents you from powering up your ship!

Operation C

Stage Select and Sound Test

To select any stage, just go to the title screen and enter the following code: Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A, Start. For a Sound Test, go to the title screen and enter Up, Down, Left, Right, A, B, Start.

Pac-Man

Full Screen

At the Title Screen, press Right or Left to make a "half" sign appear to the right of Player 1. Now press Start to see the entire length of the level.

Power Mission

Super Strong Fleet

Choose your fleet formation and end your turn. Do not carry out any battle plans. While the enemy fleet is moving, press and hold Left, Select and B. When it is your turn to move, your fleet will be fully built up. This will allow you to power up your fleet to 99 Hit Points at any point in the game. It also gives you unlimited movement unless the vessel is in shallow water. This enables you to surround and destroy the enemy flagship in 2 turns.

R-Type

Sketch Program

On the High Scores Screen, press Left, Down, A and B simultaneously. A program called "De Souza Editor" will appear. Press Start and a blank screen with a cursor in the upper left will appear. Move the cursor with your Control Pad, draw with the A Button, and erase with the B Button.

Samurai Shodown

Bonus Samurai

During the Intro Screen, wait until the close-up of the fighter's eyes fades out. Then on the screen where the fighter is cutting down trees, press Select four times. If done correctly, you'll hear a chime. There will then be three extra characters to choose from on the Player Select Screen.

Shanghai

Special Modes

Begin and press Select to pull up the Options menu. Select "New Game" and push A.
You can enter in three letters:
ZAP - Adds a zapping sound effect to game.
STF - Allows you to view the credits
MAN - Makes fewer tiles for an easier game.
REV - For a game where all the tiles are reversed. When you select a tile it turns over. You must remember where the tiles are to find matches.

Spanky's Quest

Stage Select and Sound Test

For your password, enter "0 1 1 9," and the Stage Select Screen will appear. Press Up or Down to choose the desired stage, then press Start to begin.
For your password, enter "0 1 1 7" and the Sound Test Screen will appear.

Spud's Adventure

Stage Select

For your password, enter "BANCHOU." The message "Map Select 000" will appear. Press Down to change the number. Press Start to begin in the desired area.

Star Trek

Free Warp

At any time during play, hold Select and press Left. This will let you warp once per stage without hitting a warp zone.

Star Trek Generations: Beyond the Nexus

Passwords

Stage 2:
harriman
Stage 3:
demora
Stage 4:
soren
Stage 5:
veridian
Stage 6:
ogawa
Stage 7:
farragut

Super Mario Land 2: 6 Golden Coins

Easy Mode and Play the Demo

On the Title Screen, press Start to enter the pipe room. In this room, press Select to get into "Easy Mode." You can then begin any saved file you wish.
This next code will let you play the demo. When the Title Screen appears, hold Up, Select and B (in that order). Continue to hold the buttons until the screen changes. After playing the demo for about 60 seconds, however, the game will freeze up and you'll need to reset.

Teenage Mutant Ninja Turtles

Restore Energy

At any point in the game press: Up, Up, Down Down, Left, Right, Left, Right, B and A to fill up your energy supply.

Teenage Mutant Ninja Turtles: Fall of the Foot Clan

Life Power-Up and Practice Bonus Games

When your life runs low, pause the game and press Up, Up, Down, Down, Left, Right, Left, Right, B, A and Start.
On the Title Screen, simultaneously press and hold A, B and Select, then press Start. A question mark will appear to the right of the "5" on the Stage Select screen. Select this question mark to practice the bonus games.

Terminator 2: Judgement Day

Slow Down the Time

In stage three of this game, you must rewire circuit boards within 50 seconds. You can hold the Select button to slow the timer down.

Tetris Blast

Fight 2 Mode

On the Title Screen, press B five times then press Start.

Tiny Toon Adventures

Practice Bonus Games

To practice bonus games before jumping into the action, hold Down and the B button and press Start at the Main Menu.

Turok 2: Seeds of Evil

Weapons, Level Skip, etc.

From the Main Menu Screen, access the Password Option. On the Password Screen, enter any of these codes for the results as shown:
DLVTRKBLVL - Skip Levels
DLVTRKBWPS - All Weapons
DLVTRKBNRG - Infinite Energy
DLVTRKBLVS - Infinite Lives
DLVTRKBBRD - Bird Mode

Wario Blast

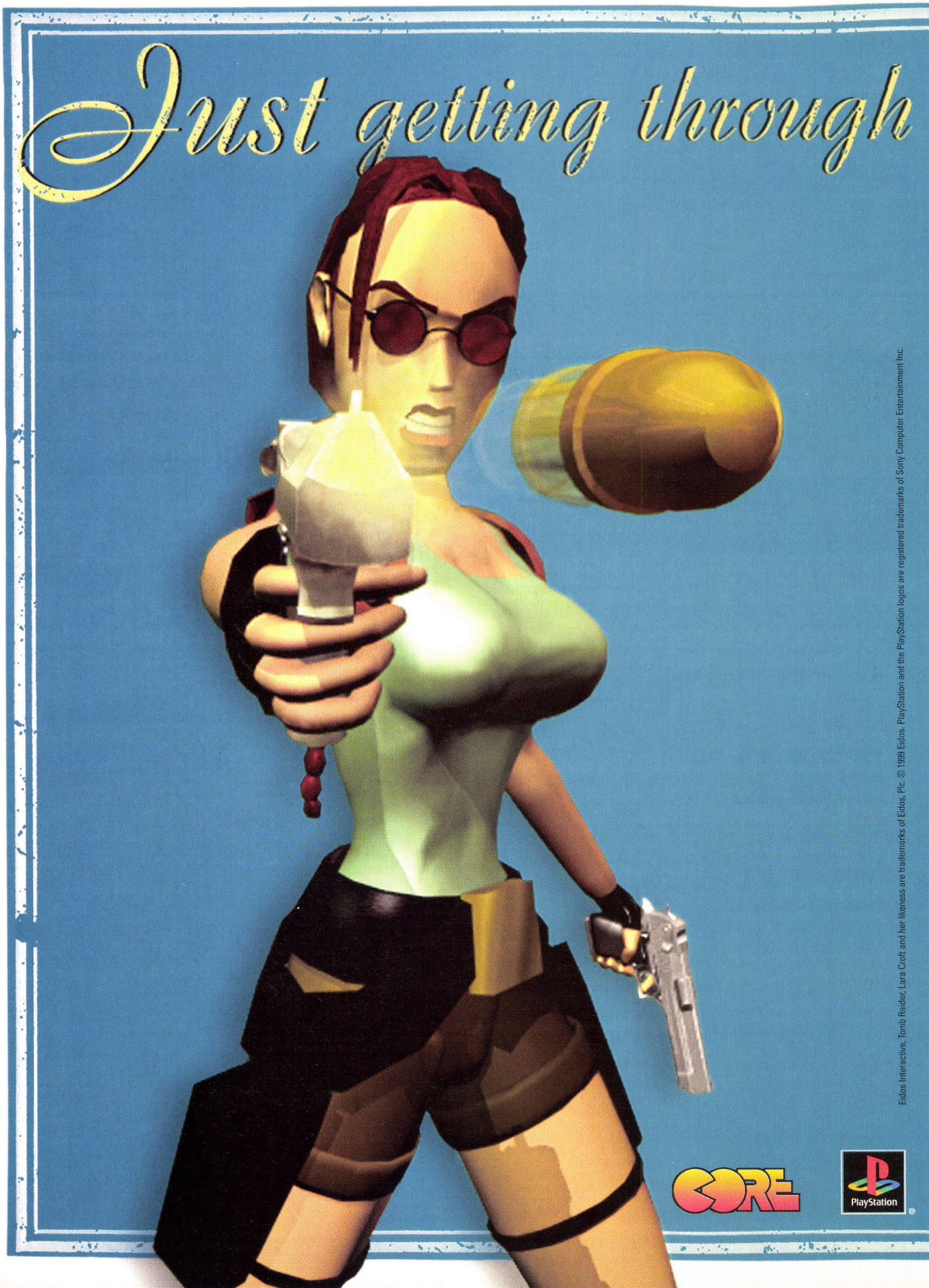
Special Passwords

6565 - Play a special battle mode with Wario
5656 - Allows player to use Bomberman as the main character.
2264 - Start game with a powered-up Wario.
4622 - Start game with a powered-up Bomberman.

Wizards and Warriors X: Fortress of Fear

Six Extra Players

Play one game. When the game is over, enter your initials as letter W, a Heart, then the letter W. Press Start to begin a new game with six lives.


Just getting through
CORE
PlayStation
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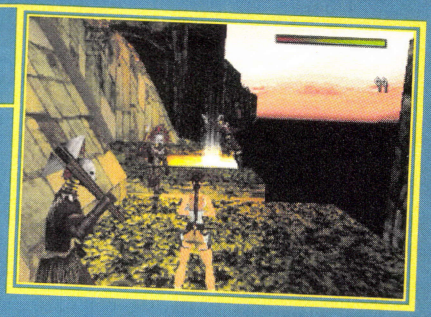
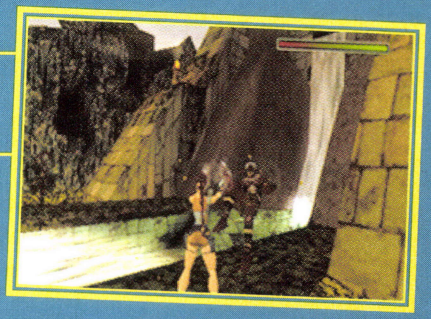
the metal detector will be an adventure in itself.

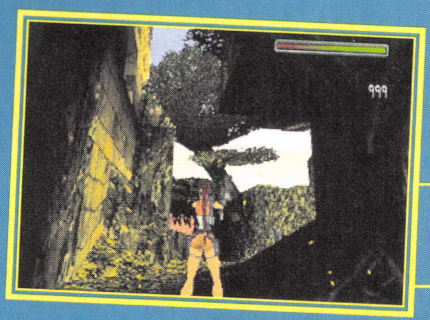
Plough through five continents with extreme prejudice. And a grenade launcher.



Blaze India and hammer into London, Antarctica, Area 51 or the South Pacific.

Enjoy international diplomatic immunity with a set of 9mm's as your passport.





Annihilate your way through 15 levels of high-res mercilessness.

TOMB RAIDER III
ADVENTURES OF LARA CROFT

TEEN T AGES 13+ CONTENT RATED BY ESRB

EIDOS INTERACTIVE

Snowboard Kids 2

Secrets & Techniques

XG Strategy
by Andrew Baran

Snowboard Kids 2 in an improvement over the original in every way. While the kiddy theme may turn off many of the older players, I found that this cart has a lot for the hardcore gamers to enjoy. It takes plenty of skill and practice to master this game.

If you want to get the most from Snowboard Kids 2, try the Story Mode. This will give you access to the three special games, and will open up all the levels in the game, including Boss battles. Wendy's Internet is one of the coolest features in the game, as it lets you see what you have and haven't unlocked yet. Trust me, there's a lot to do in this game.

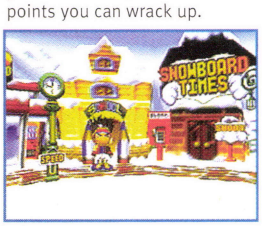
When testing out the various boards and characters, always choose the character for speed and the board for control. This way you will get the best of both worlds. Too little control, and you'll crash. Not enough speed, and you'll never catch up. Finding the balance is all part of the fun.

Database

time to complete	two days
challenge	moderate/hard
best item	The Pan
coolest race	Starlight Hw.
best advice	hang around in third place
system	Nintendo 64
publisher	Atlus
developer	Racdym

Andy's Picks

Who's the best racer? For racing, my personal favorite is Slash equipped with the Level 3 Trick Board. It gave me enough control to avoid anything the game threw at me.
Who's the best at tricks? Put Wendy, who's good with Tricks, on Speed 3 so she has more time to do her stuff. The longer you're in the air, the more points you can wrack up.



Story Mode Gameplay and Techniques...

The Lift

Battle for the Lift: To make it back to the top of each course is a lift. Only one racer can enter at a time. If you have a lot of weapons stored, you can really use this part of the race to get ahead of the other guys. Watch your speed when trying to use it, or you'll bounce back.
The Lift is safe: You cannot be affected by most of the items or weapons while riding the lift. The only exceptions are the Ghosts and Rats. Most importantly, you cannot be hit by the Pan attack. If you have one of these items, save it until the other racers are off the lift.

Earning Money

Turning tricks: The fastest way to make money in a race is to do consecutive spin tricks whenever you make a jump (see the Trick Cross for more details). You can easily get 300-400 coins. Just don't crash land.
For beginners: For those just starting out, you can simply pick up the few coins scattered on the ground. While this may be tolerable in the early levels, you'll need some other income later on.
Use items: The Rat Face and Super Rat items can really boost your money to the point where you don't have to worry.

Wendy's Internet

Finding all of the little secrets: For every level you beat, you will unlock things in the Internet. The Rumor Channel will give you tips on how to find the hidden snowboards, while the Music Channel serves as a reward-based sound test. The Course Channel will give basic information about levels that you have already beaten, so it's of little use. The Board and Character channel is more or less a checklist for all the items in the game. You'll spend days tracking down each of the items. I won't spoil it...heh.

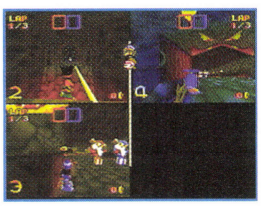
Hanging Back

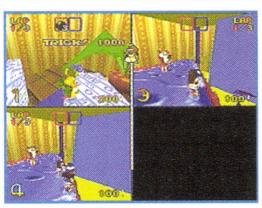
Try not to be in first place: Unless you are at the end of the third lap, try not to be in first place. Keep in a close third. This way you will get the best items from the shops, and you won't be hit as much from the other competitors. The way the game's engine is setup, there's no way to get a safe enough lead over the others.
Shop items (order): The items you get from the blue shops are dependent on your placement. The farther back you are, the better the stuff you get. Here's the breakdown:

First Place:	Item Frequency
Rock	(70%)
Wing	(15%)
Invisible	(10%)
Rat Face	(05%)
Second Place:	
Ghost	(70%)
Rock	(20%)
Invisible	(10%)
Third Place:	
Speed Fan	(50%)
Pan	(20%)
Rocket	(10%)
Rat Face	(10%)
Ghost	(10%)
Fourth Place:	
Pan	(45%)
Speed Fan	(30%)
Rocket	(15%)
Rat Face	(10%)

Multiplayer Gameplay and Techniques...

Playing against your friends: Since we can't see how your friends play, it's kind of difficult to come up with a strategy to counter them. After all, you should know your friends better than we do. However, here's a few tips that should push the odds in your favor.
Trap all of the shortcuts: Assume that whoever your racing will take advantage of the shortcuts, so place rocks in front of crucial jumps or in the hairpin curves. Make it so there should be no way possible to avoid the trap. Placing rocks in front of the ice bars is particularly deadly.
Play possum: Sometimes you will want to intentionally snag yourself on the side walls, so that other racers go past you. This is especially useful if one of your opponents has a Ghost or Rat face. It's better to lose the lead than to get hit with either of these attacks. Another side of this tactic is that you can more easily target someone from behind. You can ambush someone by letting him/her past so you can blast him/her with one of your attacks.





Speed Cross

Best Character: Slash
Best Board: Balance 3
The Goal: You must make it to the school in less than 8:25. You must hit almost all of the speed items to win. Just don't trigger the other items, like the Pan or Ghosts. They will hit you instead, so don't use them or else.

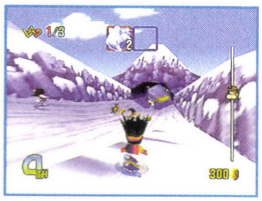
There are nine hidden snowboards and three character you must find. Can you earn them all?

The Track Techniques and Shortcuts

L1 Sunny Mountain

Difficulty: ★

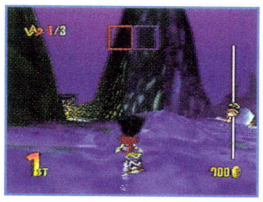
How to win easily: Here's the first level. Get used to the controls. If you lose, don't worry. Save up the money you earn, and buy a better snowboard. A new board makes all the difference in the world. Keep on trying and earning money.



L2 Turtle Island

Difficulty: ★★

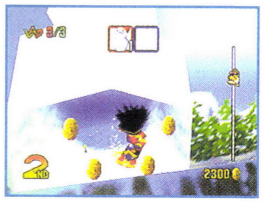
Where's the shortcut? A little more than halfway through this course you will come to a split in the level. If you make a hard turn and go down to the left, you will find that route is much quicker. Later on, the shortcuts are harder to find.



L3 Jingle Town

Difficulty: ★★

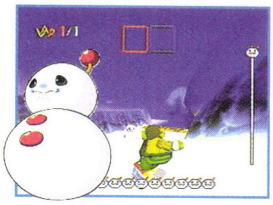
How to win easily: This track is pretty straightforward. The only tough spot may be the jumps. If you're not paying attention, you can fall and lose some ground. By doing tricks in the air, you can make some money. With all the shops here, you'll need it.



L4 Boss

Difficulty: ★★★

How to beat the Snowman: You will want to keep a close, but slower pace behind him. Hit him with a bomb and wait for him to get up. Hit him again as soon as he's up. By not letting him move, you can beat him with ease. Practice your shots.



L5 Wendy's House

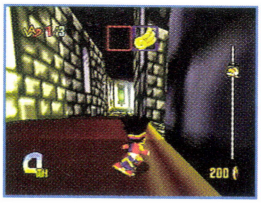
Difficulty: ★★★

How to win easily: This is one of the most straightforward levels. There are no shortcuts. Instead, you'll have to rely on your skills. There are plenty of jumps, so make sure your trick skills are up to snuff. Watch out for some bottomless pits here.

L6 Linda's Castle

Difficulty: ★★★

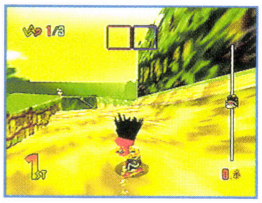
Where's the shortcut? Just past the first room with the tables and chairs, there will be a winding corridor. In a hard-to-see niche along the right side of the wall will be an extremely useful shortcut you can use to get ahead of the competition.



L7 Crazy Jungle

Difficulty: ★★★

Where's the shortcut? About midway through the level there will be a split in the course. Head to the right to get to an ice bar you can ride. There are a lot of bars, but as long your aim is good, you can speed far ahead of the competition.



L8 Boss

Difficulty: ★★★★

How to beat the Dinosaur: To beat the Dinosaur to the finish line, memorize the item locations. There are two Pan droppers that can really put the odds in your favor. Combine this with the Crazy Jungle shortcut and you'll win.

L9 Starlight Highway

Difficulty: ★★★★

Where's the shortcut? There's a break in the tube on the right side near the beginning. Go this way only if you are in second place or lower, as a Ghost icon will make it impossible to make the jump here. If you're in first, make sure you have Wings.

L10 Haunted House

Difficulty: ★★★★

Where's the shortcut? The fastest and easiest route to take is down the left path after the first path split right near the beginning. You'll have to maneuver to get on the ice bar twice in a row. This will nab you an item too.

L11 Ice Land

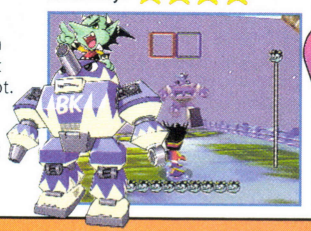
Difficulty: ★★★★

Where's the shortcut? Right after the avalanche area, just past the Blue Shop there is a smooth section of the wall you can ride up. This shortcut will allow you to go past the hairpin curve. Another excellent path is to ride the ice bar.

L12 Last Boss

Difficulty: ★★★★

How to beat the Damien Robot: Learn to dog him from behind. Keep firing so you hit him as soon as he can be shot. Get in as many early hits as you can, because he has a smaller form that must be hit three times.

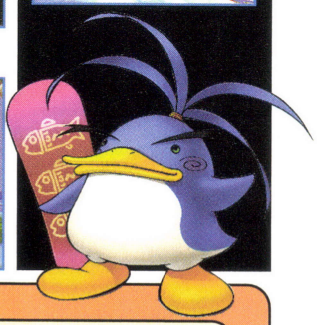


Shot Cross

Best Character: Slash
Best Board: Trick 3
The Goal: You must deliver all 20 newspapers to the mailboxes. If you are to get them all, you must deliver to Damien's house that is hidden after the zippers. If you don't miss a shot, you will get a special bonus.

Trick Game

Best Character: Wendy
Best Board: Trick 3
The goal: You must perform enough tricks to equal at least 300 Points. As long you do three-four rotation tricks at each major jump, you'll clear this margin with ease.
Secret reward: If you defeat this special course, you will get a secret character for the Multiplayer Mode. Guess who it is? Yup, it's the Penguin.



Shots and Items

Shots (red shop)
Slap Stick: A hand will home-in and smack the closest foe, forcing him down and taking away some money.
Parachute: A really nasty weapon that picks up your opponent and slowly glides him to the ground.
Freeze: Turns your opponent into a block of ice. Good stopping power, but it's hard to hit enemies with.
Bomb: Creates an explosion when it hits something solid. By looking backward, you can fire it behind you.
Snowman: This shot will change an opponent into a snowman, and he will be unable to steer. This is useful around bottomless pits. This snowman shot bounces off walls, so be careful when shooting.
Whirlwind: Another bouncing shot that stuns and removes items from a single opponent. You can pick up an item dropped by another racer this way. Just don't hit yourself.

Items (Blue shop)
Ghost/Super Ghost: The basic ghost will slow down the top speed of the racer in first place, while the Super Ghost slows all of the other racers.
Rat Face/Super Rat: This items steals money from either the lead racer or all other racers. The cash will then be given to you.
Speed Fan: This doubles your top speed for a short time.
Rocket Booster: This triples your top speed for a short time.
Pan: The pan will smash all enemies in the level, except for ones of the lift. This is the best item of all.
Invisible: All level hazards and foe attacks will pass right through you. Excellent for maintaining a lead.
Wing: This items slows down the rate at which you fall.
Rock: Creates a rock that the other racers stumble on. Place near the lift for a lot of fun.

Did you know that there is a tougher game once you've beaten the Story Mode?

CONTENDER

Claim the World Title!

XG Strategy
by Benjamin Durbin

In the quest for a great boxing game, Contender could end up being just another "coulda been." The graphics are excellent, complemented with round-by-round replay and multiple camera angles. The boxing "realism" is there too, and the ability to improve your fighter over time is a nice touch. And as the game claims, it's great fun to pit your fighter against a buddy and pummel him mercilessly.

Unfortunately, it seems the one-player gameplay is flawed. The competition flips between first-round pushovers and 20-minute slugfests that, ultimately, the game *forces* you to lose no matter what strategy you try. I watched the computer pull off some impressive strategies: knowing when to back off, when to press the attack and when to play for the judges' decision. So it's even more annoying to see the computer fall back on hard-wired, shameless *cheapness* to pull off a win.

It all adds up to the kind of frustration that could force you to bite off another man's ear.

Database

time to complete	too long
challenge	see above!
best style	Detroit
toughest foe	No. 13
best strategy	body blows for late-round KO
system	PlayStation
publisher	SCEA
developer	SCEA

The Main Event

This is where you should start building your fighter. The other game modes allow you to pull characters off your memory card, so you might as well start here and train them.

Choosing Your Fighter

There are basically three things you need to consider when choosing your initial fighter:

- **Stats**

Each fighter has a rating in Life, Power, Speed and Endurance. No matter what character you pick, Life, Power and Endurance will all start at three points each, but Speed can vary considerably. Speed is also the one stat that never seems to improve over the course of your career. There doesn't seem to be any attempt at balance or fairness, so if you are only interested in stats, pick the fighter with the most Speed: Jade Van Horne.

- **Style**

There are three different boxing styles that dictate your fighting stance as well as the kinds of Super Punches you can learn. They are:

Peek-A-Boo
In this stance the fighter keeps both gloves in front of his chin at all times. It is a good defensive stance.

Open
This is an aggressive, almost careless stance: one hand up, the other hand slightly down and cocked.

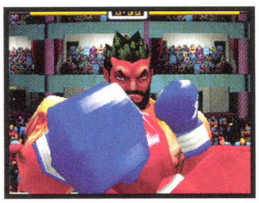
Detroit
An arrogant, flashy style, characteristic of the quicker fighters. It favors quick jabs and fancy footwork.

- **Flair**

Scoff if you will, but sooner or later you'll choose your fighter based solely on looks or a cool nickname. Contender lacks any way to truly customize your fighter, so pick one you can be proud of.

Enter the League

The object of the Main Event is to win the World Championship and defend your title. The better you do, the more secret characters you will unlock. There doesn't seem to be any advantage to having a perfect record, so don't work yourself up if you lose a match here or there. The more fights you have under your belt—regardless of whether you win or lose—the more you will improve.



Challengers

From time to time another fighter will challenge you, and you have no choice but to accept that match. Be prepared, these will usually be the matches you are destined to lose.

Boxing Basics

There are three ways to avoid getting pummeled:

Defense

- **Dodging:** The best defense to a punch is not being there when it lands. Dash backward, up or down to avoid the blow.
- **Guarding:** The next best option is blocking, or guarding. Keep in mind that, when you guard, some damage might still get through. It's very difficult to anticipate a high-low combo and switch your guard. Instead, you are probably better off deciding where it is more important to block and holding your guard. Hold it until the opponent's combo is finished.
- **Weaving:** Using the left Shoulder buttons you can "weave" at the waist. Compared to the other defense options available, this one is not worth bothering with.

Offense

You can't win unless you throw some punches. With that in mind, there are basically three ways to win:

- **Knockout:** To knock out your opponent, you must completely deplete his yellow Life bar. This requires lots of body shots and lots of patience.
- **Knockdown:** Leave the TKO rule in effect to take advantage of this one. Use lots of shots to the head to rapidly deplete the upper Stamina bar of your opponent and knock him down. Three knockdowns in a single round is an automatic TKO.
- **Decision:** The hardest win to squeeze out, but there are times when it is necessary. The judges award the round on punches landed and knockdowns.

Super Punches

Each time a fighter is knocked down, he earns a Knockdown Point. If you land a Super Punch when you have a Knockdown Point available, the damage increases considerably. Hit or miss, your Knockdown Point is spent.

Life

Once a fighter is down to about 30 percent of his Life, his ability to block incoming shots suffers. Make sure you conserve your energy and throw smarter punches, not more punches. When your opponent is tired, move in for the kill.

Basic Moves

Defense

△	Upper guard
□	Lower guard
L1	Weave right
L2	Weave left
↑	Dash up
↓	Dash down
→→	Dash forward
←←	Dash backward

Punch

○	Punch to the head
✕	Punch to the body
○ + ↑	Left upper hook
✕ + ↑	Left lower hook
○ + ↓	Right upper hook
✕ + ↓	Right lower hook
→→✕	Driving body blow
→→○	Driving rib shot
○○	Two upper
✕✕	Two lower
○○○○	Four upper
✕✕✕✕	Four lower
○○✕✕	Two up, two low
✕✕○○	Two low, two up

Taunting

Select + (△/○/□/✕)

Starting Characters Move List

Lewis Hedges

Style: Detroit

R1	Wipeout Jab
R2	Axe Slash
← + R1	Deadly Arrow
→ + R2	Tiger Swing
→ + R1	Spiral Anchor

Henry Slate

Style: Open

R1	Smash
R2	Ab Smash
(L1/L2)+R1	Stealth Knuckle
→ + R2	Switch Blade
→ + R1	Bull's-eye

Lester Young

Style: Open

R1	Smash
R2	Ab Smash
(L1/L2)+R1	Stealth Knuckle
↑ + R2	Grind Burst
→ + R1	Cork Screw

Jon Hawkins

Style: Peek-A-Boo

R1	Rocket Blast
R2	Full Metal Jacket
→→ + R1	Lightning Upper
→ + R2	Nitro Blast
← + R2	Magnum Impact

The Local League

This is your warm-up league. You should easily be able to go through this league undefeated. The secret here is to consistently fight the worst possible fighter available to you in order to train your skills. You should also be able to beat all of the fighters in this league by TKO (make sure you leave this option turned on).

Duke Jeffra (Open)
Jeffra's bio labels him as "the human punching bag" and it couldn't be more true. Fight Duke every time he becomes available to put valuable training and experience under your belt. He will rarely make use of his Knockdown Points.

Hadji Zair (Peek-A-Boo)
This fighter is not much tougher than Jeffra; however, do not underestimate him. In the later rounds especially, he can knock you out with a single punch—even if you have full Life left! Block high when he has a Knockdown Point—he likes to use the Rocket Blast, so let him waste it.

Johnny Boy Smith (Open)
Smith is a very dangerous fighter. He is difficult to corner and fights well even in later rounds. If possible, pick a path through the league that takes you around him.

Peligro Pedroza (Peek-A-Boo)
An extremely competitive fighter no matter when you face him, he makes full use of his Knockdown Points. He likes to dodge and work the body. Avoid a fight with Pedroza as long as you can—you will need experience and improved stats to beat him.

Pee Wee Winston (Detroit)
Like all Detroit-style fighters, Pee Wee is quick and dangerous. Try to corner him so that he does not have room to strike and jump away. Give him a round or two to tire then go for the kill.

Alexa Anderson (Open)
Anderson has the speed characteristic of female fighters, but she fights with the dangerous offensive Open style. Expect her to be aggressive; block her combos then unleash a volley of your own.

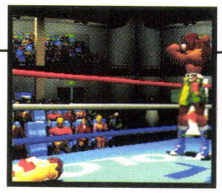
Local Champion: Shin Fu (Peek-A-Boo)
Shin Fu is an extremely tough and dangerous fighter. You will likely have to go many rounds with him to win, so expect to be at a Life disadvantage. In the early rounds you should concentrate on quick single shots to his body—Super Punches if you have them—and save energy for later. Make your move when Shin Fu starts a round with less than half energy—your signal that you can get past his guard with upper combos.

The National League

This league will require considerably more skill than the Local arena. The best strategy in this league is to throw a flurry of punches, guard, then press the attack.

Benny "The Bullet" Bass (Peek-A-Boo)
Try to get an early lead then sit back and wait. Bass will waste time showboating and lose the judges' decision.

Lewis Hedges (Detroit)
He has speed, he has skill, and he has a punk attitude. Corner him and put him away, or prepare to be disgraced (as shown).



Lester "The Animal" Young (Open)
Another fighter you will have to corner to defeat. Throw a flurry of punches, guard against his counter, then go back on the attack until you drop him.

Lucky Day (Open)
One of the easier challengers in this league, Lucky advances slowly and is easy to evade. Be warned, though: once he starts a combo, it is difficult to block and does plenty of damage. Get in, get in one good shot, and get out.

Sweet Justice Ryan (Open)
Ryan fights intelligently, and is very strong on her guard. Be careful of pursuing her and tiring yourself, and expect her to strike back quickly and forcefully.

Jon Hawkins (Peek-A-Boo)
This big man can pose a problem if you face him early on. He does not defend his body well, so take a couple of rounds mercilessly pummeling his sides before moving in for the kill.

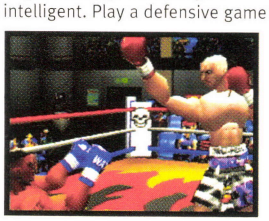
James "Turbo" Jackson (Peek-A-Boo)
Turbo is the toughest challenger you'll face before fighting the league champ. His feet and punches are super fast. Corner him and use your guard wisely.

Don Brown (Peek-A-Boo)
Always understated, never underestimated. Brown is a hard hitter; be especially wary when he has Knockdown Points. Expect a Life battle as he works your ribs with Super Punches.

Opu Nui (Peek-A-Boo)
He hits hard but defends poorly. Keep aggressive from the outset and you should send him plummeting down the rankings.

Rob White (Peek-A-Boo)
He has an excellent guard and is quick on his feet. It will take a couple of rounds of careful work to set him up for the TKO.

National Champion: No. 13 (Detroit)
This is the toughest fight in the game. No. 13 is incredibly fast and intelligent. Play a defensive game with him and take what body shots open up for you. Only in the later rounds will you have an opportunity to get in the knockdown punches.



The World League

If you've been cruising by on TKOs up to this point, prepare for a change of pace. These are World Class competitors who are ready to go the distance. In this league, body blows are the name of the game, and the fighter with the most Life will end up on top.

Adam Minter (Peek-A-Boo)
Minter is ranked way too low for his actual skill. He knows the name of the game is working the body, so be ready to ration your Life.

Sonny Lasher (Open)
If you fight Lasher low in the rankings, he's not too bad, but be ready for a tough fight if he moves up and challenges you later. He's not built thick enough to survive a Life war, so make full use of it.

Henry Slate (Open)
Slate poses little threat in this league. Make sure you take a win from him to improve your stats before moving on. TKO strategy: Strike, guard and strike again.

Kamikaze Koga (Open)
Spend a round or two letting him tire, then move in for the kill when he is no longer bothering to block.

Ivan Bane (Detroit)
Another fighter weak on the guard. Work the ribs until he no longer guards his face.

Pekola Chokola (Detroit)
The toughest female fighter in the game, one to be avoided at all costs. She is too fast and too defensive to effectively work her body. If you face her, be prepared for a long match and an eventual loss.

Dugua (Open)
His savage upbringing appears to have taught him nothing about defense. One of several easy TKO wins you can rack up in this league. Block his shots then press your attack.

Cannon Ball Wiseman (Peek-A-Boo)
Short, squat and eager to break some ribs. Wiseman has some nasty low Super Punches that are quick to land and tough to block. Expect a Life war!

Marvin "The Tank" Woods (Peek-A-Boo)
Another wall to take down, the only way there is: brick by brick. Use patience and keep working his ribs. By round 4 or 5 you should be able to move in and finish him off.

Big Momma Bates (Peek-A-Boo)
Tough, but not unstoppable. Prepare for a long fight while you whittle down her Life to the point where you can start landing the knockdown punches. Keep your distance and work her ribs.

World Champion: Beastman (Peek-A-Boo)
Expect to lose a match or two while you hone your skills to Beastman's level. Use reach and/or speed to stay out of his way while you work his ribs, round by round, until you can knock him out. When you find a technique that seems to be working, don't change! Once you have the stats to beat him, he should be no problem.

Marvin Woods
Style: Peek-A-Boo
R1 Rocket Blast
R2 Full Metal Jacket
→→ + R1 Lightning Upper
→ + R1 Brick Breaker
→→ + R2 Agile Blast

Don Brown
Style: Peek-A-Boo
R1 Rocket Blast
R2 Full Metal Jacket
→→ + R1 Lightning Upper
→ + R1 R1 Dragon Breeze
← + R2 Wrecking Ball

Jade Van Horne
Style: Detroit
R1 Wipeout Jab
R2 Axe Slash
← + R1 Deadly Arrow
↑ + R1 Blind Shot
→ + R1 Twister

Alexa Anderson
Style: Open
R1 Smash
R2 Ab Smash
(L1 /L2)+R1 Stealth Knuckle
← + R1 Lynx Scratch
→ + R1 Light Step

QUICK HITS

99 March Madness

106 Tournament Teams Scouted

XG Strategy
by Nelson Taruc

By the time you read this, March Madness should be in full swing, and for those who are looking to simulate the NCAA tournament for fun (or for less scrupulous reasons), you may want to check into one of the most complete NCAA hoops games available for the PlayStation.

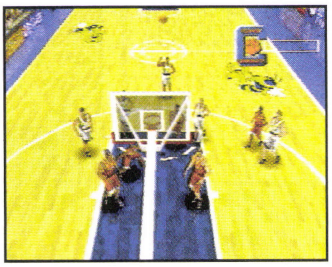
However, a quick word of warning: NCAA March Madness 99 won't be able to fully simulate the NCAA Tournament, because many lesser conference teams that get at-large bids aren't in the game: Murray State, Grambling, etc. You may need to replace those teams with similar-styled ones in this game—and there are certainly plenty to choose from.

Anyone embarking on Dynasty (play multiple seasons and sign new recruits) or Tournament Modes, this guide will hopefully prove invaluable. It's a set of three charts featuring all 106 teams, ranked in the categories listed in the Team Select Screen. Before facing an opponent, look him up on the list and see how his strengths and weaknesses match up with your team's. This will help determine the best coaching strategies and also where to expect the opposing teams to do the most damage on offense. The teams are ranked based on their January poll standings.

Database

time to complete	a week
toughest team	Connecticut
most overrated	Tennessee
most underrated	Providence and Purdue
game's big flaw	missing small conferences
system	Nintendo 64
publisher	EA Sports
developer	EA Sports

The Essentials



1 Against the computer, **you almost always want to force an outside shot on defense**. This is best accomplished by taking your quickest guard and using him as the low-post double-teamer. The computer, sensing a man is left open, usually tries to pass out if there's time on the clock. Anticipate this pass, then rush at the open shooter to get a hand in his face.

2 On offense, **low-post scoring is a great way to open up the outside shot and establish momentum** consistently. If they start doubling your center, call a play that brings him high, then use him as a screen. This should loosen up the paint for a quick drive or a pass to a player on the baseline.

3 Don't stress over stats too much. While better teams tend to dunk more (you'll see), a **team that controls the tempo and doesn't rush shots** can beat anyone. While the AI is great at setting screens, don't settle quick, outside shots without running an actual play. I use the time-honored three-passes-before you shoot rule to curb the temptation to rely on the outside shot.

How to Use the Team Charts

The charts on the following pages rank all 106 tournament teams in various categories. Orange/red areas indicate strengths, blue/green areas show weaknesses. Quick scouting reports below each set of boxes give you an idea of what to expect from each team. Remember, play to your strengths, not your opponent's. For instance, if a team is strong inside, double in the paint and force them to beat you from the perimeter. Likewise, if a team has poor ball handling, consider pressing on defense to create turnovers.

NCAA Tournament Shoo-Ins

Although the season's end may offer many surprises, these teams have established winning ways and have a good shot at making the tourney if they stay consistent. While not all teams will make the tourney (i.e., six Big Ten teams will never happen) because smaller conferences aren't represented, these are the teams to fear (or play as) if they do.

College	Total	Off.	Def.	Grd.	For.	Cen.	Reb.	Spd.	Blk.	3-Pt.	Drib.
Connecticut	Perennial powerhouse can't be stopped if inside game clicks										
Duke	Raw talent won't beat Duke, but smart playcalling can										
Cincinatti	Balanced center/PG attack; slow down tempo to beat Bearcats										
Stanford	Scoring machines can kill from inside/behind stripe; play perfect...										
Maryland	May have best PG in nation? Not based on EA's stats...										
Kentucky	Wildcats can be upset, but should never be underestimated										
UCLA	If team can sustain momentum, Bruins can overwhelm top-rankers										
Arizona	Wildcats still strong, but not killer in backcourt as they once were										
Purdue	Ranked higher than stats show; turnovers are team's Achilles' heel										
St. John's	Team offense must pass often to win; beware of great guards										
N. Carolina	EA stats a little too kind; double in paint to force outside shot										
Michigan St.	Strong defense, solid offense; disrupt Spartans' passing PG to win										
Indiana	Hoosiers live/die by perimeter game; force them to shoot outside										
Auburn	If Tigers control tempo, they win; double-team post to beat 'em										
New Mexico	Great team falters with turnovers; apply pressure on ball handlers										
Minnesota	Force Gophers into jump shots, then capitalize on rebounds										
Iowa	Inconsistent rebounding team has talent to pull off upsets										
Kansas	Many weapons on offense; avoid fast-tempo game vs. Jayhawks										
Arkansas	Backcourt anchors potent offense; keep center off boards										
Syracuse	Orangemen won't win if they lose their rebounding edge										
Clemson	Streaky shooting may be weakness; force them to shoot outside										
TCU	Puts up and gives up lots of points; expect a shootout vs. Toads										
Oklahoma St.	Forget EA's stats; if guards get hot, Cowboys can hang with best										
Wisconsin	Despite stats, gets most points from guards, so shut them down										
California	If PF can be shut down, Bears will have tough time winning										
Ohio State	Buckeyes can pour on points, but will falter vs. solid defense										
Oregon	SG, SF and PF provide bulk of scoring; get C early fouls to win										
Providence	Stats don't reflect new transfer at C; otherwise, Friars just average										
Louisville	Great potential, but if inside game/ball handling falters, they lose										
Miami	F play leads Hurricanes; force them to perimeter to beat them										
Florida	Great talent lacks experience; steal their momentum, they lose										
Georgia	All-American forward leads Bulldogs; double to clog low post										
USC	Trojans have used trap D to ignite offense; beat trap and they lose										
Pittsburgh	Wins with defense; shut down Pitt's low-post game and you'll win										
Temple	Talent may be there, but if they can't stop threes, they lose										
Oklahoma	Can't win without healthy PG; balanced team lacks depth at guard										

Key

Total Off. Def. Overall , offense, defense rating
Grd. For. Cen. Guard, forward, center rating
Reb. Spd. Blk. Rebound, speed, shot block
3-Pt. Drib. Three-point and dribbling ratings

Color Poor — Average — Superior

On the Bubble Teams

These teams may have the talent to go to the NCAA, but so far this season they haven't proven that they can win night after night. A few teams are here only because of soft non-conference records and will surely become NIT fodder once they grind through their conferences. If you'd like to play an NCAA tourney underdog, here's where to start looking.

College	Total Off. Def. Grd. For. Cen. Reb. Spd. Blk. 3-Pt. Drib.
Villanova	No scoring standouts, but usually consistent on both ends of court
Colorado St.	Better than stats suggest, healthy inside D may be key to success
Washington	Perhaps slightly overrated, but Huskies have All-American G
N.C. State	If PG scores in double digits, Wolfpack seem to do just fine
Tulsa	SF, PF spark stifling defense and lead offense, have outside touch
Kansas St.	Another dangerous Big 12 threat, inside game opens up G shots
Utah	Final Four Cinderella fueled by All-American PG, PF must step up
Missouri	If defense can force turnovers, high-octane offense can win Big 12
Tennessee	Perhaps overrated by EA, Vols do have strong C, outside shooting
DePaul	All but PF score in double digits; team isn't playing to potential
Xavier	Great potential, but must develop inside game to make NCAA
Penn St.	Outstanding C and PG can win Big Ten—if they play consistently
Wake Forest	Weak outside, strong inside, Deacons need rebound edge to win
Florida State	EA offers consistent stats, but speed is Seminoles' strength
Mass.	Despite EA's stats, mighty Minutemen have wilted in early '99
Rhode Island	Great Fs control boards and score; lots of talent, little chemistry
Dayton	If C can contribute to scoring output, Flyers may have slim chance
G. Washing.	Defense makes Colonials tick, causing points off of turnovers
Seton Hall	Pirates have conf.-leading assist and 3-pt. players? Not by EA stats
Rutgers	PG and PF have outside touch, but NIT is their likely destination
Notre Dame	Fs are strong point for Irish, but are ranked too low by EA to matter
Texas	Stats indicate strong team, but lack of depth may pose problem
Texas Tech	Must play inside-out to win; guards can get hot from stripe
Colorado	Not highly regarded, but PF and SG can put points up
Michigan	Young but confident team can slay giants if outside shot falls
NU	Playing better than EA's stats, C must play big to have a shot
Illinois	Young team without solid PG means inconsistency on offense
UAB	Gs lead scoring charge, but inside help is needed to reach NCAA
S. Florida	Gs and PF make up bulk of scoring; lots of talent, little experience
Vanderbilt	PF can be force under boards, consistent G play results in wins
Wash. St.	SF-, SG-led Cougars refuse to play Pac 10 doormats, but D is thin
Arizona St.	Has offensive weapons in SG, PF, C, but needs consistent D to win
Mississippi	Led by hot-shooting SG, Rebels have had trouble vs. Box-and-1 D
UTEP	Relies on tight D to offset lack of offensive punch, has decent C
Rice	SG perimeter game offsets lack of inside scoring; weak inside D

Teams that Need a Miracle?

These teams stink, either because of lack of talent or because they have lots of talent but haven't proven they can use it. The 1999 season has so far been unkind to them, whether they are big-name surprises (Georgetown) or perennial doormats. These teams will need to turn things around very quickly to make the NCAA tourney.

College	Total Off. Def. Grd. For. Cen. Reb. Spd. Blk. 3-Pt. Drib.
Oregon St.	PG leads scoring, but Beavers are woefully outclassed in Pac 10
Air Force	Bench Gs as good as starters; Falcons lack consistent scoring
Alabama	Tide struggles to shoot vs. zone D; defense is also weak
Wyoming	Balanced scoring attack led by C and SF; SG good ball-handler
Fordham	EA stats a bit harsh for Rams, PG is team's most consistent scorer
Fresno State	Not highly regarded, but outside shooters can turn the tide
Georgetown	Despite talent, Hoyas lose with turnovers and lack of experience
Georgia Tech	Turnover-prone team struggles to compete with ACC's top guns
Iowa State	No Floyd, no problem! PF and PG lead scoring for Cyclones
La Salle	SG and Fs score plenty, but only with smart shot selection
LSU	SG, PF and C balance scoring; Tigers better when attacking rim
Miss. State	Front line Fs and C score bulk of points; double in paint to beat
Nebraska	Turnover-prone team needs consistent shooting to be a contender
St. Louis	No go-to players, but lots of balance on offense and defense
San Jose	Aztecs rebuilding, lack experience to win WAC; PF, SG lead scores
S. Miss.	Led by slick SG, Golden Eagles must win with stingy defense
St. Bonaven.	PG, PF and C can put up big points, but Bonnies D is shaky
St. Joseph	Hawks need offensive boards, great D to offset lack of scoring
Texas A&M	PG leads scoring, but Aggies woefully outgunned in Big 12
UNC-Char.	49ers have balanced attack; Gs must play stellar to win in C-USA
UNLV	Succeeds when front line takes charge; weak PG turnover-prone
Virginia	SF leads scoring, but don't have manpower to battle ACC's best
Virginia Tech.	Hokies, if they rebound well, can hang with big boys
W. Virginia	SG and PF anchor Mountaineers; young team is spotty on D
Baylor	SG carries offensive load, but mushy interior D won't win games
Boston Coll.	SG best scorer, but team is too small to compete in the paint
BYU	Big men must step up for Cougars to win WAC, but they're suspect
Hawaii	Must win from perimeter, but PG, SG streaky shooters; weak inside
Houston	Despite outstanding SG, Cougars don't have talent to win often
Marquette	Again C-USA's doormat, lacks inside presence on offense and D
Memphis	Playing woefully below EA's stats, Tigers best scorer is PF
San Diego St.	PF brightest spot, but Spartans lack weapons to win consistently
SMU	Three-guard offense puts points up, but lacks size on defense
S. Carolina	Let by decent PG, interior defense must hold for Gamecocks to win
Tulane	C and bench bright spots, but Green Wave just not a contender

Key

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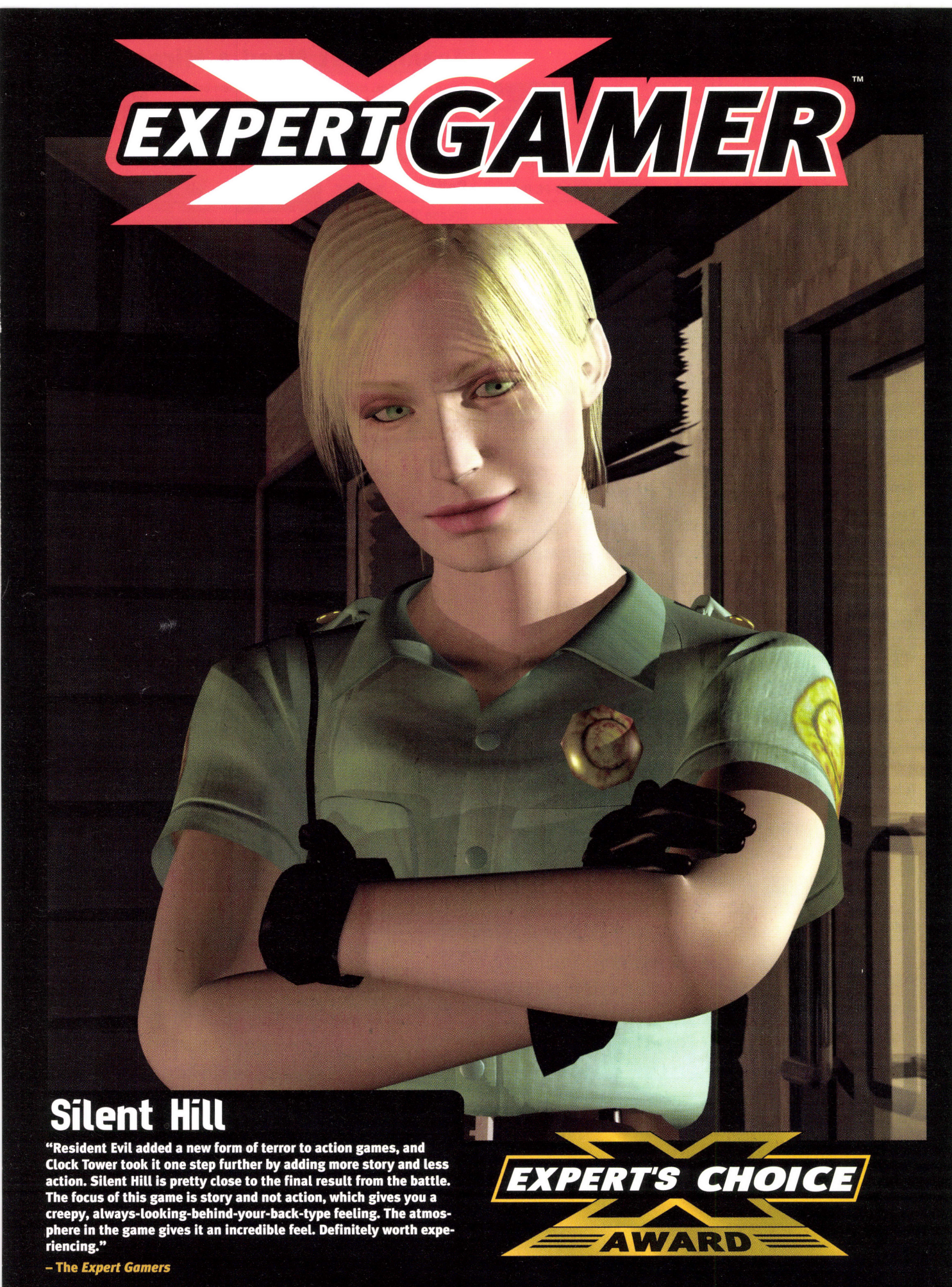

EXPERT GAMER™
Silent Hill
"Resident Evil added a new form of terror to action games, and Clock Tower took it one step further by adding more story and less action. Silent Hill is pretty close to the final result from the battle. The focus of this game is story and not action, which gives you a creepy, always-looking-behind-your-back-type feeling. The atmosphere in the game gives it an incredible feel. Definitely worth experiencing."
– The Expert Gamers
EXPERT'S CHOICE AWARD

Some General Stuff

Learning the Control - This is the most important feature you should know in the game. Learn to listen for the familiar crackle from the radio. When you hear it, pull out your weapon and get ready.

Did you get everything? - The good news is that for the normal world you can always go back and explore almost everywhere. This can be a great help if you want to collect all the weapons or extra inventory items (bullets, health drinks, etc.).

Any Secrets? - Of course there are! There are a total of four endings to the game. A bunch of secret weapons can also be earned by playing through the game at least once with any ending. Check the last page for the info.

Want to kill some zombies with a chainsaw? Check the last page for all the info on how.

XG Strategy
by Scott Augustyn

When Resident Evil was released, the game developers found a new way to add cool features to the game play. This involved keeping the gamer immersed in the game with a spooky atmosphere or on-the-edge-of-your-seat story lines. Resident Evil went more toward the action and atmosphere than the story. Silent Hill goes the other route. It keeps gamers interested by including a great story and an incredible atmosphere.

At times the camera might seem pretty weak or even useless, but this is not a game flaw but a choice by the developers. They want to make sure you can't see everything so the game is more mysterious and frightening. The game is truly good and worth playing.

Database

time to complete	six hours
challenge	moderate to hard
best weapon	chainsaw
hardest puzzle	zodiac #s
system	PlayStation
publisher	Konami
developer	Konami

City Legends

= Bullets

= Health

= Key Item

Cafe 5 to 2

- ❑ 1 Collect the town map, flashlight, cooking knife, two health drinks and save your game.
- ❑ 2 Try to leave.
- ❑ 3 Fight off a flying monster. It will take approximately four shots from the gun to kill it.
- ❑ 4 Collect radio and leave cafe.

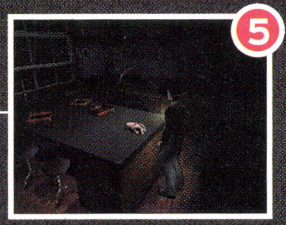
Wandering around town

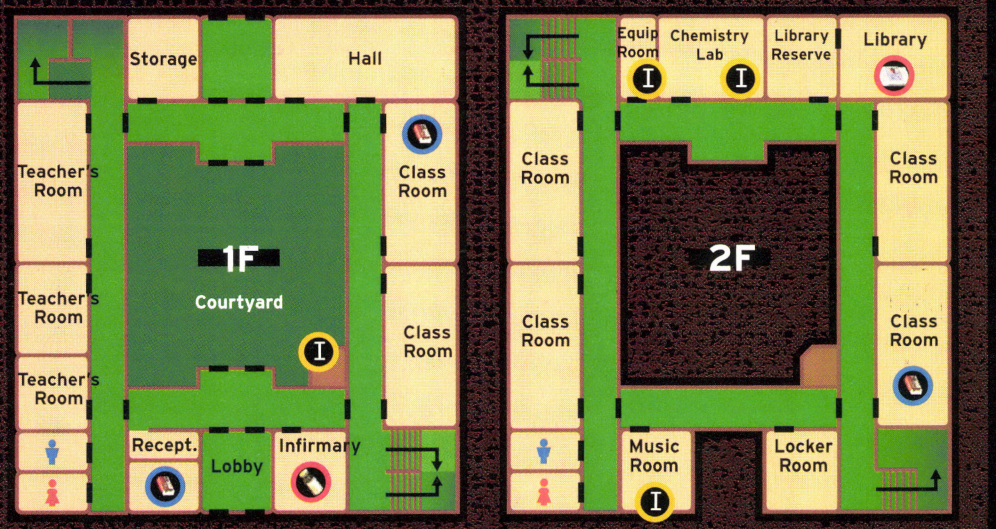
Old Silent Hill

- ❑ 1 Head to the alley where you first saw Cheryl.
- ❑ 2 Avoid monsters and explore the town. There are many health drinks and bullet cases to pick up, but try to avoid getting into any fights with the monsters.
- ❑ 3 Collect the pages from Cheryl's sketchbook telling you to check the doghouse in front of the house on Levin St. These pages are found on west Matheson St.
- ❑ 4 Use key found in the doghouse to enter the house behind the doghouse.
- ❑ 5 Examine the map next to the back door to find locations for the keys.
- ❑ 6 Collect key from behind Cafe, then the one on Ellroy St. and finally the one on east Finney St.
- ❑ 7 Return to the house and unlock the backdoor.
- ❑ 8 Go through the backyard and alley, then head to the school.

Midwich Elementary School

- ❑ 1 Collect the school map in the lobby.
- ❑ 2 Head into the first door on the right, the infirmary, and save your game. While in the infirmary collect the first aid kit and the health drink.
- ❑ 3 Head in the other direction once you leave the room, and examine the papers in the reception area. These clues will help you get through the first area of the school.
- ❑ 4 Head to the second floor and to the room on the left side of the laboratory. In here collect the chemicals.
- ❑ 5 Use the chemicals on the statue of hand to get the first medallion, the gold medallion.
- ❑ 6 Take the gold medallion to the clock tower and use it on the left panel.
- ❑ 7 Head back upstairs and to the piano room. (*See the callout below to find out what order to play the keys in.*)
- ❑ 8 Grab the silver medallion and exit the room.
- ❑ 9 Take the silver medallion to the clock tower and use it on the right panel.
- ❑ 10 Go to the right staircase and take the staircase into the basement.
- ❑ 11 Activate the boiler.
- ❑ 12 Go back to the clock tower, and enter it and follow the tunnel down.



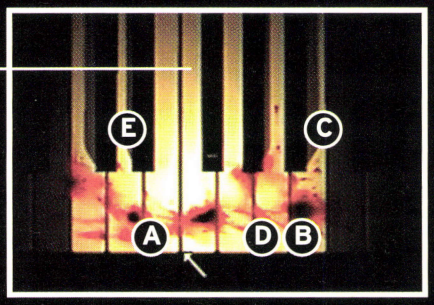


Buildings Legend

- = Hand Gun Bullets
- = Shotgun Shells
- = Health Drinks
- = Health Kits
- = Key Item
- = Keys

The Piano Puzzle

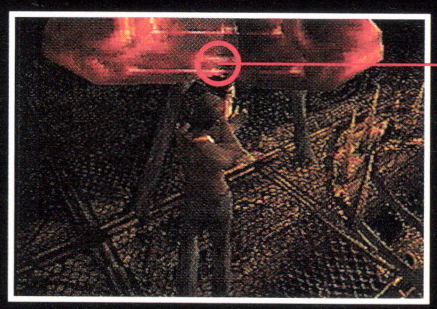
This is the first major puzzle you will have to solve. To get an idea of what keys you will have to play and the order you will have to play them in, check the poem that is on the chalkboard. You must hit the keys that make the clicking noise and not the piano keys. Following the poem you can easily see how the first key, A, is where you start. Hit the piano keys in the order shown and you will earn the silver medallion. Time for the next puzzle!



Midwich Elementary School

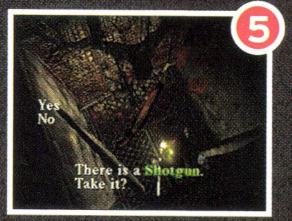
The Evil

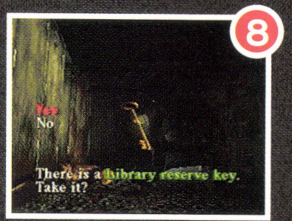
- ❑ 1 Head to the north door when you exit the clock tower.
- ❑ 2 Head to the left room and collect the rubber ball.
- ❑ 3 Go to the east hallway. In the second room you will find the picture card.
- ❑ 4 Go through the receptionist's office on the first floor and use the picture card on the door.
- ❑ 5 Go into the men's bathroom and collect the shotgun.
- ❑ 6 Collect some bullets off the bench in the west hallway.
- ❑ 7 **2nd Floor** - First room on the west side, collect bullets.
- ❑ 8 **2nd Floor** - Southeastern room before east hallway contains Library reserve key.
- ❑ 9 **2nd Floor** - Use the Library reserve key on the northeastern room before the east hallway.
- ❑ 10 **2nd Floor** - Read book in northeastern room.
- ❑ 11 **Roof** - Go to roof and examine drainage holes (to the right of drainage valve).
- ❑ 12 **Roof** - Use the rubber ball on the drainage hole.
- ❑ 13 **Roof** - Turn on the drainage valve.
- ❑ 14 Go down to the first floor and grab the key next to the north door.
- ❑ 15 **2nd Floor** - Use Classroom key on first eastern hallway door.
- ❑ 16 Take stairs to basement.
- ❑ 17 **Basement** - Collect bullets from the southern room first.
- ❑ 18 **Basement** - In the northern room press the left valve to the left twice and the right valve to the right twice.



Boss!

The Boss is a big ol' weird-looking worm-type creature. In order to kill it you will need to remember the old fairy tale you read in the school. To get it to open its mouth wide you will need to shoot it several times. It will then stop for a little while and then, if you are close enough, it will spread its mouth open and try to catch you. If it does catch you, you will be killed instantly, so be ready for it and start backing up while in Attack Mode. It will take two good shotgun blasts to kill it.

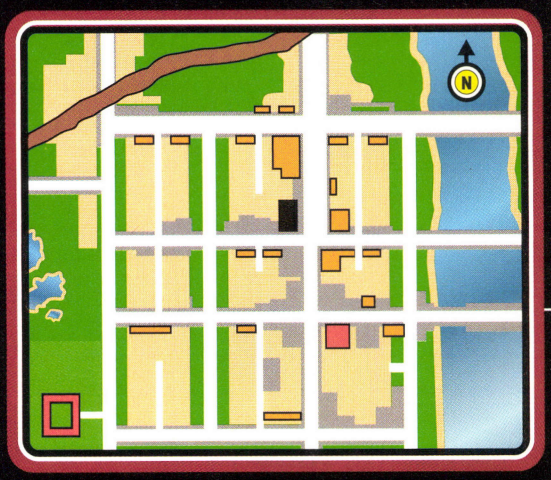


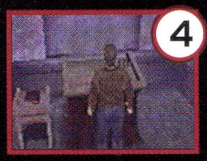


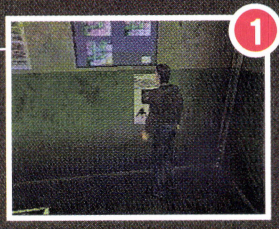
Wandering around town

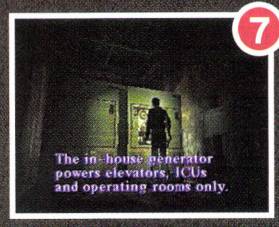
Old Silent Hill

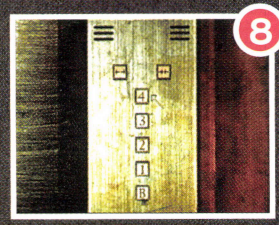
- ❑ 1 Take the alley off of Bradbury St. to get past crack in road.
- ❑ 2 Go through backyard of house, and the house itself to get back onto the street.
- ❑ 3 Go into the Church.
- ❑ 4 Collect the Flauros and Drawbridge key.
- ❑ 5 Go to the drawbridge (it is located down the road east from the church).
- ❑ 6 On the southern side of the street are the controls to lower the bridge.
- ❑ 7 Use the key on the controls and collect the map for the new area of town.
- ❑ 8 Once you cross over to the new area of town head south down to the hospital.

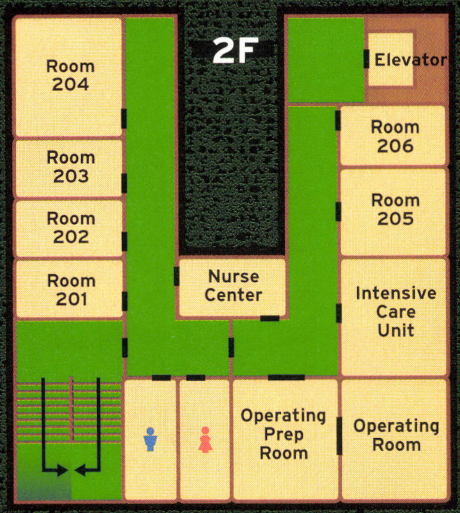












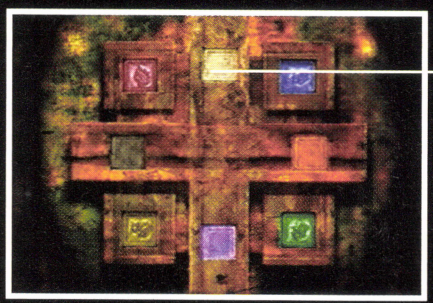
Alchemilla Hospital

- ❑ 1 Grab the map for the hospital on the first bench.
- ❑ 2 Go into the first room to meet Michael.
- ❑ 3 In the second room from the bottom on the right side you can collect the basement map.
- ❑ 4 In the room in the bottom right corner collect the Basement key.
- ❑ 5 In the room that is three up from the right-bottom corner, you can collect the plastic bottle.
- ❑ 6 Go to the basement.
- ❑ 7 **Basement** - In the second room from the right you need to turn on the generator.
- ❑ 8 Take the elevator to the second and third floor, then get back in the elevator and take it to the fourth floor.

Alchemilla Hospital

The Evil

- ❑ ① **1st Floor** - Use broken candy machine to get three free health drinks.
- ❑ ② **3rd Floor** - Collect the blood pack.
- ❑ ③ **3rd Floor** - Collect the Plate of Cat.
- ❑ ④ **1st Floor** - Collect the Plate of Queen.
- ❑ ⑤ **2nd Floor** - Use blood pack to get past tentacles on the floor and collect the Plate of Hatter.
- ❑ ⑥ **3rd Floor** - Collect Plate of Turtle in men's room.
- ❑ ⑦ **2nd Floor** - Use four plates to open door in the center. (*See description at the bottom.*)
- ❑ ⑧ **2nd Floor** - Collect Basement storage key.
- ❑ ⑨ **2nd Floor** - Collect disinfecting alcohol.
- ❑ ⑩ **2nd Floor** - Collect the lighter.
- ❑ ⑪ **Basement** - In generator room you can collect the hammer.
- ❑ ⑫ **Basement** - In the morgue you can collect a health drink and an ampoule.
- ❑ ⑬ **Basement** - Use Basement key to unlock bottom left door.
- ❑ ⑭ **Basement** - Push shelves over to reveal a door.
- ❑ ⑮ **Basement** - Use medicinal alcohol on vines, then use the lighter on the vines.
- ❑ ⑱ **Sub-basement** - Find Consultation room key and video tape.
- ❑ ⑰ **1st Floor** - Use Consultation room key on center room to meet Lisa.
- ❑ ⑱ **1st Floor** - Get Antique shop key.
- ❑ ⑲ Leave hospital.



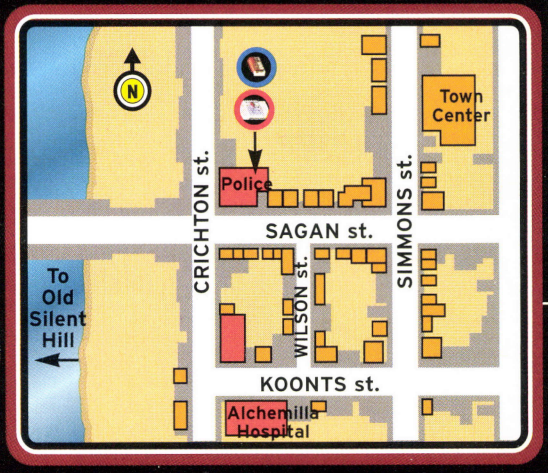
Colored Plate Puzzle

This puzzle can be a little frustrating, as the clues that are given on the opposite wall are kind of vague and unhelpful. To unlock the door and get into the next area you have to put the plates you have thus far collected into the correct corners. The correct order for the door is the red plate in the upper left-hand corner, the blue plate in the upper right-hand corner, the yellow plate in the lower left-hand corner, and the green plate in the lower right-hand corner.

Wandering around town

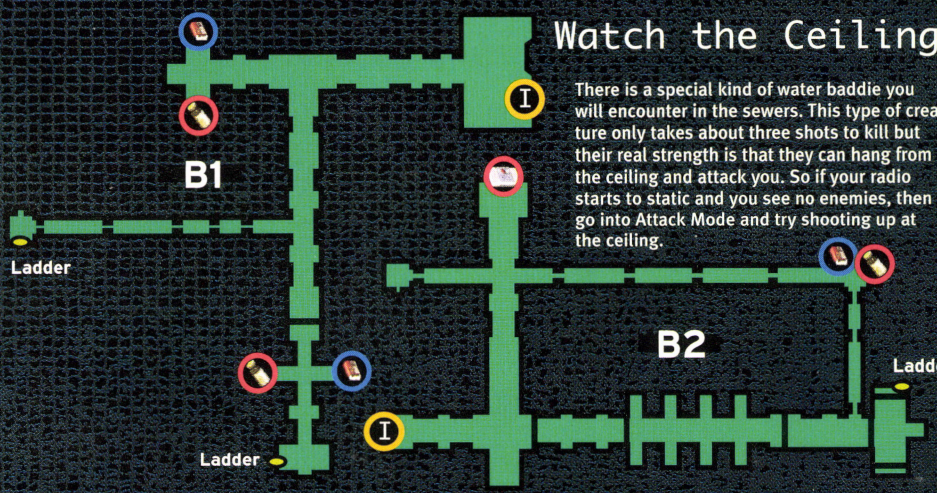
Central Silent Hill

- ❑ 1 Go to Antique shop in northeastern corner.
- ❑ 2 **In the Antique shop** - Push shelves over to discover hole.
- ❑ 3 Examine altar and leave.
- ❑ 4 Leave shop and go into the town center.
- ❑ 5 **In the Town Center** - Go upstairs and go toward the static sound.
- ❑ 6 **In the Town Center** - Get the hunting rifle and kill the worm with it.
- ❑ 7 Leave the Town Center and go back to the hospital.
- ❑ 8 Go into the consultation room and talk to Lisa again.



Watch the Ceiling!

There is a special kind of water baddie you will encounter in the sewers. This type of creature only takes about three shots to kill but their real strength is that they can hang from the ceiling and attack you. So if your radio starts to static and you see no enemies, then go into Attack Mode and try shooting up at the ceiling.



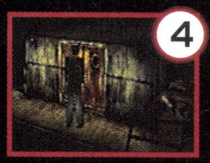
Water Works

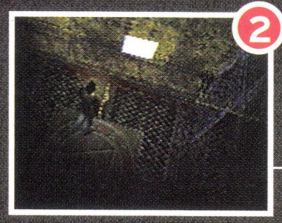
- ❑ 1 Use the hammer that is collected in the hospital on the lock to break it.
- ❑ 2 Open the grate and head down into the sewers.
- ❑ 3 The left path on the **first floor** - one rifle shell, one health drink, one shotgun shell and one bullet case.
- ❑ 4 The right path on the **first floor** - The sewer map and a save, the Sewer door key can also be found in the bookcase next to the desk.
- ❑ 5 Collect one bullet case and one health drink by ladder to second level of sewer.
- ❑ 6 **2nd level** - Collect first aid kit by ladder.
- ❑ 7 **2nd level** - Collect the health drink and the bullet case in the far northeast corner of the sewer.
- ❑ 8 **2nd level** - Collect the sewer exit key in the southwest corner of the sewer.

Wandering around town

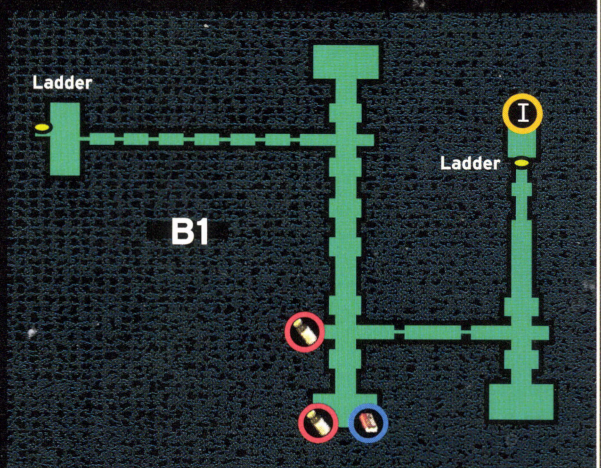
Lakeside

- ❑ 1 First you should probably head to Annie's Bar
- ❑ 2 Collect two health drinks, Motel room key and the receipt.
- ❑ 3 Head toward the lighthouse.
- ❑ 4 Go into the boat off the dock.
- ❑ 5 On the boat collect one bullet case, one rifle case and one health drink.
- ❑ 6 Head south to the lighthouse.
- ❑ 7 Go up to the lighthouse and then leave.
- ❑ 8 Go back into the boat.
- ❑ 9 Head north from the boat and enter the sewer system to get to the amusement park.

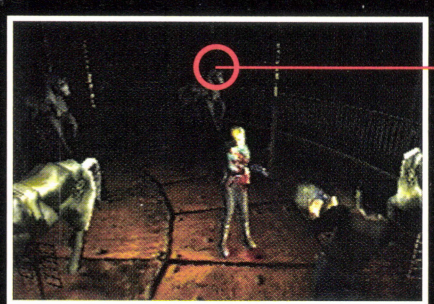




- ❑ 1 The sewer you need to get into is located northwest of the dock area.
- ❑ 2 The map for the sewer is found right on the wall at the beginning of the sewer.
- ❑ 3 Collect a health drink at the end of the second tunnel.
- ❑ 4 There are also some bullets and another health drink at the end of the southwest tunnel.
- ❑ 5 Like the previous sewer, this area holds many surprises with those water creatures. Watch the ceilings!
- ❑ 6 It is best to avoid these monsters and just run past them. It's a waste of ammo to kill them.
- ❑ 7 Explore the amusement park to find a few health and ammo power-ups.
- ❑ 8 Head to the carousel.



Amusement Park

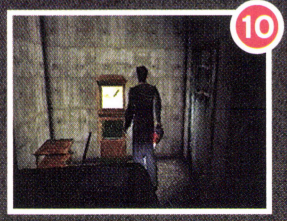


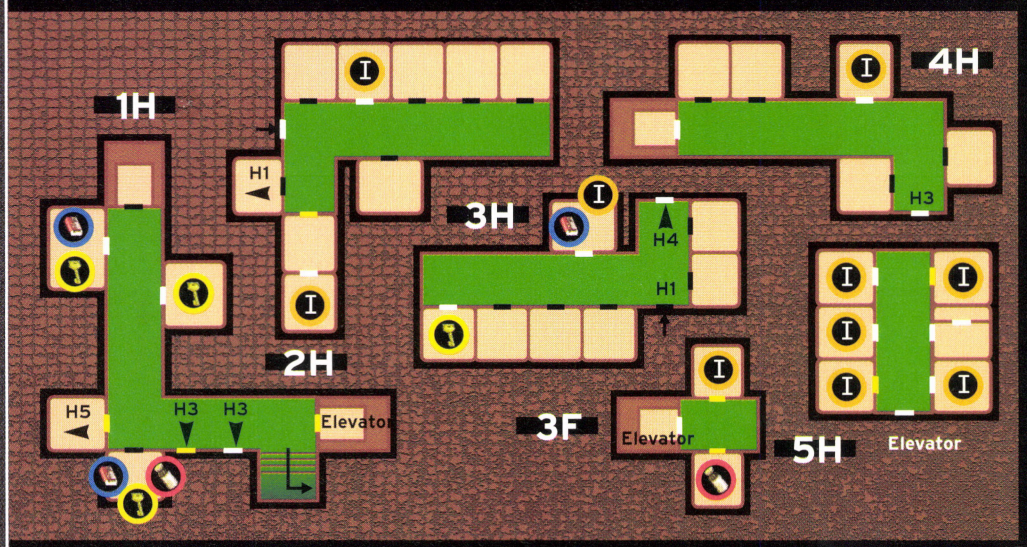
Boss!

There are a couple ways to kill Cybil (see different endings part for other ways), but here is the most common. You will need to shoot her and then run. She has a gun and it does a tremendous amount of damage. Shoot her and then quickly run in the opposite direction. As you run around the carousel you will most likely lose sight of her, but be ready! She will appear on one of the horses, jump off and start chasing after you again.

Nowhere

- ❑ 1 Because of the extremely weird nature of the last level, I will simply give a checklist of things to find and the puzzles to get by certain areas and certain puzzles.
- ❑ 2 One Bullet case in room to the right of the elevator.
- ❑ 3 One first aid kit and 1 box of shotgun shells.
- ❑ 4 One screwdriver and one set of pliers.
- ❑ 5 Use the pliers on facet to get key of Ophiel.
- ❑ 6 Solve door puzzle (*see below*)
- ❑ 7 You will soon afterward find the Amulet of Solomen.
- ❑ 8 Solve the animal puzzle (*see below*).
- ❑ 9 Collect the plate of time.
- ❑ 10 Use the plate of time on the clock. Collect the Key of Hagith.
- ❑ 11 **2nd Floor** - Collect the Crest of Mercury and ring of contract out of the broken glass cases.
- ❑ 12 **2nd Floor** - collect the bullet case and the camera.
- ❑ 13 **2nd Floor** - Use the screwdriver on the metal plate.
- ❑ 14 **3rd floor** - To get the patterns for the doors you will need to go to the two pictures that are on either side of the altar and turn your light off. Then use the camera and the patterns will be revealed. (see pictures to get patterns).
- ❑ 15 **3rd floor** - (the left door) Collect the bird cage key.
- ❑ 16 **3rd floor** - (the right door) one health drink.
- ❑ 17 **1st Floor** - Use Bird cage key on cage to get Key of Phaleg.
- ❑ 18 **1st Floor** - Get Dagger of Melchior, and use ring of contract on the fridge.
- ❑ 19 **1st floor** - Get Ankh, one health drink and a key of Bethor.
- ❑ 20 Use all the symbols on the child's door to open. Get ready for the end!



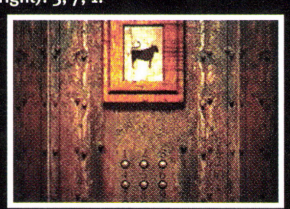


Door Puzzle

To open the door with all the letters of the puzzle you will need to enter the first initials of the youngest to oldest, on the Grim Reaper's list. This is done by entering in A, L, E, R, T.

Animal Puzzle

To solve the puzzle you'll need to think of the zodiac. Set the starting position by using the symbols already given. You'll then need to enter in the position of each symbol. The positions are (from left to right): 3, 7, 1.

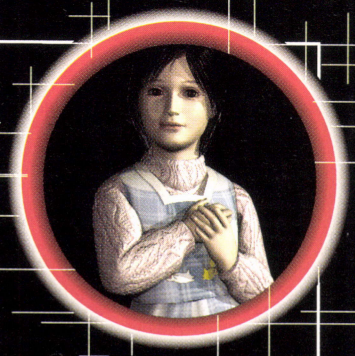


Boss!

The last Boss will change depending on what ending you will get. (See different endings to find out how to get the other Bosses.) The god-like child should be the first most common one, so here is what you have to do to beat her. You will need to shoot her with everything you can. When she starts to surge with electricity, start running around her until she is done zapping off the energy. You will have to unload everything you have at her because you will not be able to get close enough to her to use any hand weapons.

All Special Endings

How to get 'em!



There are a total of four different endings in the game. Two different encounters will determine which ending you get. If you follow this guide you will get the bad ending. Everyone will probably get this one once. The good news is that you can get the best ending at any time, except for very close to the end. The two different designations are good and bad, and plus or normal. This guide will show you how to get the bad ending. I will start with showing how to get the bad+ ending.

1 Bad Ending +

To get this ending you must rescue Cybil but not meet with Kaufmann again.

- ❑ 1 You must collect the Water bottle in the kitchen of Alchemmila Hospital, while it is still normal.
- ❑ 2 Go to the Director's Office on the first floor.
- ❑ 3 Examine the shattered vial on the floor behind the desk.
- ❑ 4 Use the water bottle on the shattered vial.
- ❑ 5 Make your way through the rest of the game up to the resort area of Silent Hill.
- ❑ 6 When you get here you must not follow up on anything that you find from Kaufmann in Annie's Bar.
- ❑ 7 Continue on with the game.
- ❑ 8 Fight Cybil in the amusement park normally until she drops her gun. When she does let her come close to you and grab you, then go to your inventory and use the bottle on her.
- ❑ 9 You will save her and change the ending.

2 Good Ending

To get this ending you will have to not rescue Cybil but meet with Kaufmann again.

- ❑ 1 Follow the game up until you get to the resort of Silent Hill.
- ❑ 2 Go to Annie's Bar.
- ❑ 3 After your encounter with Kaufmann check the area between the pool tables. You should find a small notebook.
- ❑ 4 The receipt has the lock combination for the Indian Runner store on it.
- ❑ 5 Head over to the Indian Runner and enter 0, 4, 7, 3 as the combination on the lock at the back of the store.
- ❑ 6 Examine the store and be sure to check the note on the wall that gives the shopping list and code for the motel.
- ❑ 7 Head over to the side of the motel and enter the code 0, 8, 8, 6 onto the keypad. This will unlock the door.
- ❑ 8 Grab the magnet off the desk and head to the front office.
- ❑ 9 Unlock the door and head out to the main hotel area.
- ❑ 10 Use the Motel key to enter room number 3.
- ❑ 11 Check the bathroom for a free health and then push over the dresser. Use the magnet on the hole to get the Motorcycle key.
- ❑ 12 Head back into the motel office.
- ❑ 13 Head into the garage.
- ❑ 14 Use the Motorcycle key on the motorcycle.
- ❑ 15 Collect the health drink and shotgun shells.
- ❑ 16 Kill Cybil in the amusement park.
- ❑ 17 Finish the game.

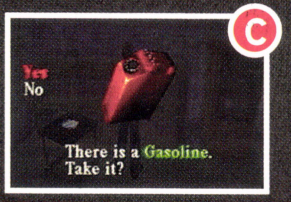
3 Good Ending +

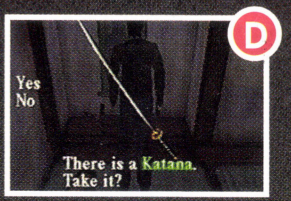
To get this ending you will have to meet with Kaufmann and rescue Cybil.

- ❑ 1 While in the hospital collect the water bottle from the kitchen.
- ❑ 2 Go to the director's office and use the water bottle on the shat tered vial on the floor behind the director's desk.
- ❑ 3 Collect the sample and contin ue until you get to the resort area.
- ❑ 4 At the Resort area head to Annie's bar and save Kaufmann.
- ❑ 5 Collect the things that Kaufmann dropped between the pool tables and head to the Indian Runner.
- ❑ 6 Use the combination on the receipt(0473) to open the lock on the back door of the store.
- ❑ 7 Check the notes on the back wall behind the counter to find the access code into the motel.
- ❑ 8 Head over to the motel and type the code from the Indian Runner (0886) into the keypad.
- ❑ 9 Go into the back room and collect the magnet.
- ❑ 10 Go into the front office and unlock the main door.
- ❑ 11 Head to Kaufmann's room (number 3) and push the dresser over to reveal a hole in the floor.
- ❑ 12 Use the magnet on the hole to collect the motorcycle key.
- ❑ 13 Go back into the back room of the motel and go to the garage.
- ❑ 14 Use the motorcycle key on the motorcycle and meet with Kaufmann.
- ❑ 15 Continue on with the game until you get to the amusement park battle.
- ❑ 16 Shoot Cybil until she drops her gun. Let her get close enough to you to grab you.
- ❑ 17 When she grabs you use the water bottle.
- ❑ 18 Finish the game.

NOTE: When you get any of the good endings you will have to face a different Boss from the others. You cannot dodge the electricity this Boss fires, so just try to stay close and hit him constantly with the shotgun.

The Weapons





Both the bad endings will let you get the (A) Rock Drill, (B) Chain Saw and (C) Gasoline Can. When you beat the game with a good ending, you will be rewarded with the (D) Katana. To get the Katana you will need to enter the room that was previously locked in the hallway of the first house you entered in Old Silent Hill. If you beat the game with the best ending, you will also get access to the channeling stone. In addition to all the new items you will get a couple new options in the expanded Options Screen.

Game Walk-through

XG Strategy
by Andrew Baran

Castlevania has joined the plethora of games turning 3D. For those of you who wanted a game that lives up to Symphony of the Night, you will be disappointed. If you want a 3D game that has a gothic motif, you'll find a whole lot to like in this version.

I have always loved the Castlevania series, and see this game as sort of a step backward. The biggest rough spot this game has is its gameplay. Jumping is frustrating. While you have a lifebar, most of your deaths will probably be instantaneous. Most of the fighting is with the camera, unfortunately.

Castlevania has its ups and downs. Certain levels are excellent, such as the Villa. I like these because they carry a story and RPG elements. Others, like the first level, are boring linear exploration. Castlevania is hard to judge overall. The quality is inconsistent.

Database

time to complete	20 hours
challenge	hard
best character	Reinhardt
best weapon	cross
best advice	save as often as you can
system	Nintendo 64
publisher	Konami
developer	Konami

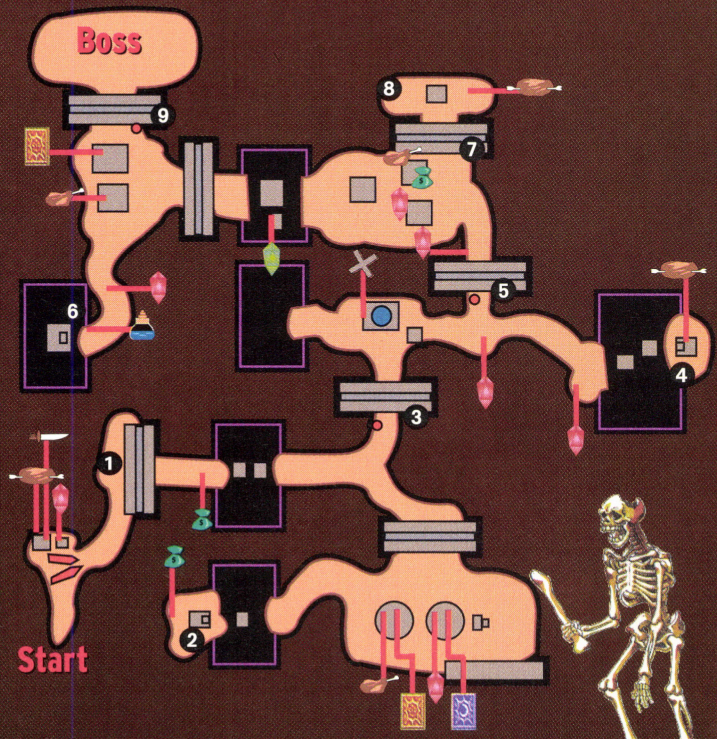
The Characters:

The gameplay: There are two playable characters: Reinhardt and Carrie. Each one plays differently, and will have different paths and stories throughout the game.

Reinhardt Schnieder: He plays much along the lines of the previous Belmont characters like Trevor and Richter. He is armed with a sword and a whip. You'll use the whip most of the time, because it has range and can be upgraded. The sword is best used for fast-striking close-combat. The hardest part when using this character is getting close to an enemy to hit it. Of course, the secondary weapons can do the job.

Carrie Fernandez: Her main attack is magic. By holding down the B button, you can charge a bolt of energy. Release the button, and the attack will home-in on the closest enemy. This attack, once powered up, can go through several enemies. There is a downside since the blast might home-in on a foe that may not be the most important target. This makes some Boss battles a little bit tougher. She has blades as well.

Castlevania®



Silent Forest

Area One: The first section is essentially a scavenger hunt for the switches that open up the gates. By following these instructions step by step you'll make it.

1. Whip the picture on the gate. This will unleash a mini-Boss.
2. At this area you will find the first switch. You'll need it to open up a gate.
3. This gate will now be open. Pass through it, but watch out for the skeleton tossing bones.
4. Cross the pit to reach the second switch. Quickly jump onto the platforms as they sink. Use the white marble slabs to make it back to the top of the embankment. Don't touch the water.
5. This gate will now be open. Explore the mausoleums to find items with the caskets.
6. Climb down the marble slabs to get to the next switch.
7. This gate will now be open.
8. Here's the last switch. Watch out for werewolves in this area. They are the toughest enemies in the Silent Forest.
9. Pass through the last gate to meet the Boss of the Silent Forest. Before entering, make sure your main weapon is powered up and that you have a fair supply of red crystals.

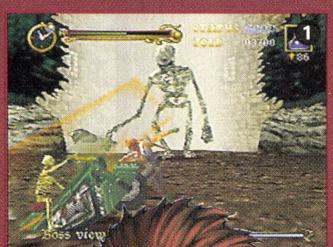
Mini-Boss: After you whip the first gate 1, you will face a giant gorilla-like skeleton. Try to circle behind it before attacking. This way, you will be safe from the bone it swings.

Mini-Boss: A giant lycanthrope will attack you as soon as you hit the first switch 2. It's really easy to kill. Simply run around the switch and whip whenever you are outside its reach.

Giant Skeleton

Silent Forest Boss: Just before you reach the drawbridge, you will be attacked a second time by the giant skeleton. 1 Instead of immediately going after it, you should take out the two motorcycle-riding skeletons first. After these annoying enemies are off their bikes, they'll cease to be a serious threat.

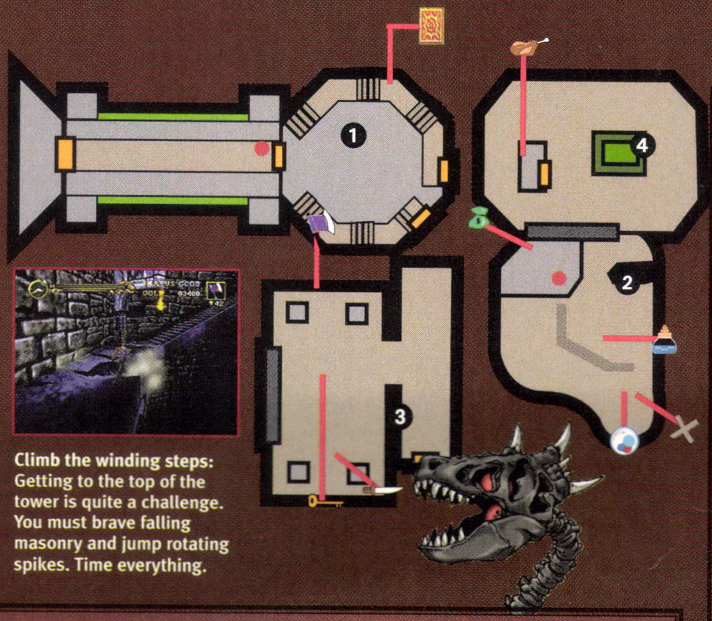
How to beat it: Simply hit and run against this foe. 2 Try to get behind it like you did before. This will allow you to get a couple of hits in, before trying to dodge its bone swipe. 3 Do enough damage, and you'll take out its legs. Use ranged attacks then.



Castle Entrance

Area Two: The Castle Entrance is the first real action-based level. You must make timed jumps to avoid an instant death from falling or spikes.

1. Climb the tower section to reach the Boss. You will have to climb twice, once on each side.
2. You must make several leaps of faith in this area. Don't worry about bottomless pits around this section to the Castle Entrance. There is a hole in the northern part of the room. Use it to fall into a lower section.
3. The door to the south is locked. Fortunately, the key is in the middle of the room next door. Later on, after triggering the mechanical system you will get to go through the big gate.
4. You will want to trigger the giant mechanical thing the second time you reach this room. This will open the gate adjacent to area 3.

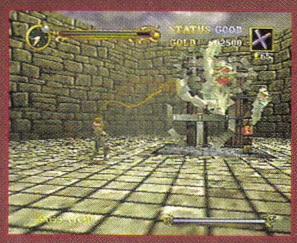


Climb the winding steps: Getting to the top of the tower is quite a challenge. You must brave falling masonry and jump rotating spikes. Time everything.

Bone Hydra

Castle Wall Boss: A giant two-headed skeletal dragon will breath puffs of purple fire at you. The early blasts are fairly easy to avoid, while the blasts of the weakened monster can hurt you seriously.

How to beat it: Run around the creature, pausing to take a few pot shots. Do this until one head is wounded. Then hide behind the stone wall to avoid the mega-blast. Use crosses to finish it off.



Run around the heads and whip them. Keeping on moving.

You can hide from the mega-blast behind the stone wall.

The Villa

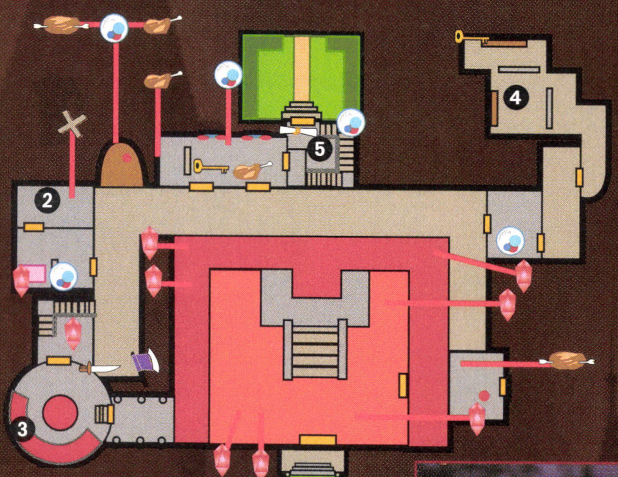
Area Three: This area is fairly large and it involves some RPGish elements.

1. Upon entering the Villa, you will want to run immediately to the right, and climb atop the invisible platform that is next to the seemingly out-of-reach platform. This will keep you away from the cerebus dogs. Lob holy water down upon them. There are six dogs.
2. Find Charlie Vincent, Vampire Hunter in the walk-in closet located in the bedroom. Speak with him about a girl.
3. Wait until 3 a.m. for a girl to appear. She will give you a key to enter the Archive room.
4. Collect the Garden Key in the far end of the Archive Room.
5. Upon picking up the contract (the scroll-looking thing) you will be able to buy things from the demon Renon. Buy over $30,000 worth of stuff and you will have to fight him!

With the Villa out of the way, head out to the Garden Maze.

Wait until around 3 a.m. for a mysterious young girl to arrive.

Trust no one: Some of the people you meet in the Villa are actually vampires who will strike without warning. Vampires are really weak against the secondary weapons, so hold them at bay with crosses or holy water.



Rose: Vincent will tell you to meet a girl in the rose garden at dawn. Do not use the Sun card. You must wait through the night for her to appear. She will give you the key to the archive room. Rose appears roughly around 3 a.m.

Invisible ledge: To escape the cerebus dogs when you first enter the villa, climb the hidden platform and toss holy water.

Secondary Weapons

Holy Water

The effect: You can throw this to the ground to create a temporary wall of holy fire.
Best use: Use from a high location, and lob it down on your enemies.
Weakness: Poor against fast-moving enemies.

Cross

The effect: It's a holy boomerang! It can track onto enemies.
Best use: Excellent for hitting foes from a distance. Can get in multiple hits too.
Weakness: Doesn't always go after the best target or the one in front of you.

Axe

The effect: You will lob the axe upward, and it will then drop.
Best use: This weapon is excellent for hitting enemies who are higher than you.
Weakness: It's hard to hit enemies who are right up on you. Weak in close-combat.

Knife

The effect: This dagger moves straight to your intended target.
Best use: The knife is a great way to clear out a lot of weak enemies really fast.
Weakness: This weapon just doesn't seem to do a lot of damage to big enemies.

Items

Purifying

The effect: Cures vampirism and poison effects.

Roast Beef

The effect: Heals 80 percent of your damage when eaten.

Roast Chicken

The effect: Heals 50 percent of your damage when eaten.

Cure Ampoule

The effect: Cures all poisons and vampirism.

Sun & Moon Cards

The effect: Changes the time of day based on the card.

Healing Kit

The effect: Cures and heals all that ails your character.

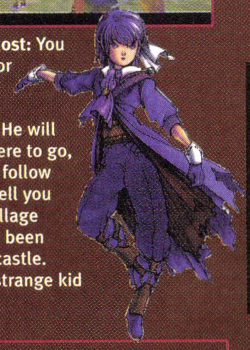
Strategy done off a preliminary copy of the game and is subject to change.

The Hedge Maze

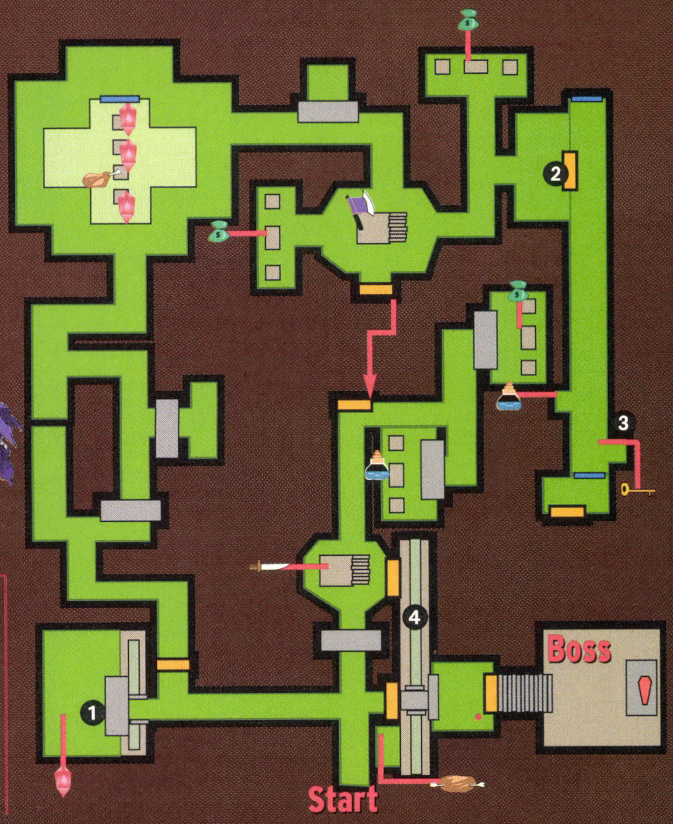
Area Three continued: This maze is fast-paced, especially when you have the caretaker hunting you down mercilessly. While there are some items to collect in the maze, it generally isn't worth it. The life you lose from the constant attacks is more than the bonus you would gain from exploring.

1. You will come across a child named Malus here. He will lead you to a hard-to-reach spot in the maze. Follow him as closely as you can.
2. This is the spot you must reach once you have initially spoken to Malus. Making it here will be tough, but as long as your reflexes are good, you'll survive. Hopefully.
3. Hidden in an alcove is the key to the Copper door.
4. Here's the Copper door. Use the key you found in the alcove here. Be prepared to fight the Boss.

A little child lost: You will find a poor kid stuck inside the Hedge Maze. He will show you where to go, so you'd best follow him. He will tell you that all the village children have been taken to the castle. What is this strange kid doing here?



The caretaker: The Hedge Maze is taken care of by a mechanical caretaker. He will stalk you endlessly as long as you are trespassing. He walks slowly at first, but will speed up the more you hit him. In other words: don't. The caretaker also has two stone hounds chasing you. If you get grabbed, use your close-combat weapon to free yourself from their jaws. Then run for your life.

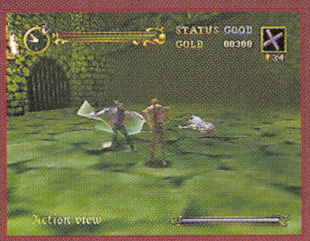


Vampires

Villa/Maze Boss: A vicious vampire will await you in this secret chamber. He's just finished eating, but he's ready for more...

How to beat him: You'll want to watch for his shadow when he jumps. That's where he'll land, preferably on you. To really nail this guy, throw down some holy water and stand in it. That way, the Boss will jump right into the damaging stuff. You'll want to stick and move.

Still more: The woman the vampire killed has transformed into one of the undead. If she sucks your blood, she will recover any damage that you may have inflicted on her. Stay back and use either holy water or the cross to keep her at whip's length. She's a great surprise, especially when she summons bats at you.



Dodge his shadow when he's out of sight, or you'll get bitten!

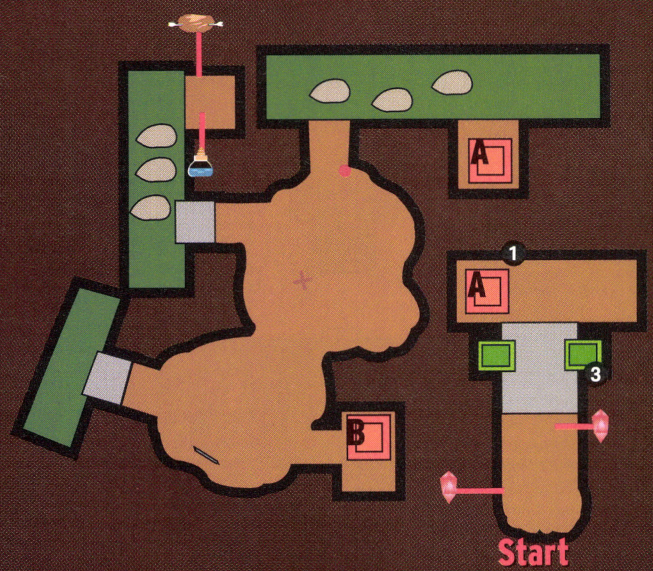
Use crosses to nail the female vampire, while whipping the bats.

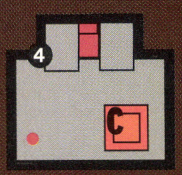
The Tunnel

Reinhardt-only Level: This level is exclusive to him.

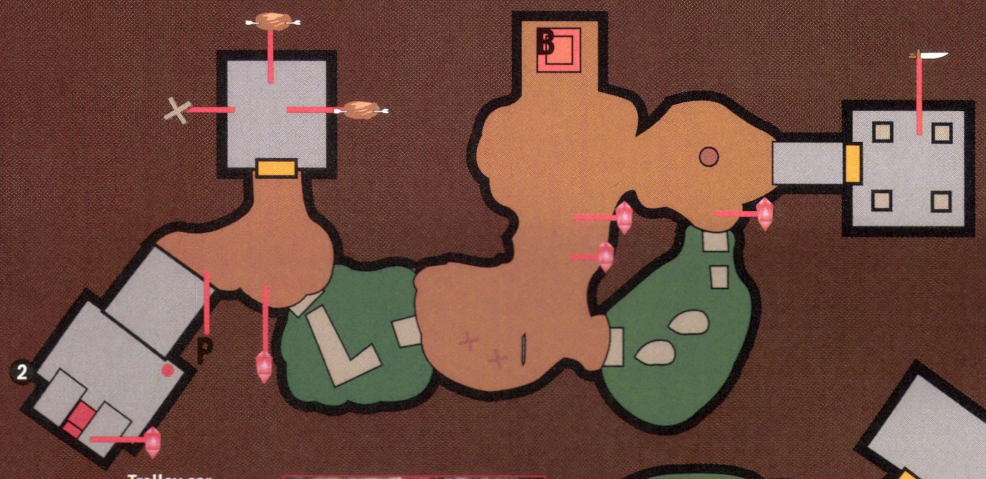
Area Four: Reinhardt's journey shall take him through the treacherous tunnel system leading to the castle. The majority of the enemies will either be strange spider women (Llolth anyone?) or bats. Make sure you have enough crystals, so you can remove these constantly spawning enemies from your path.

1. Make your way past the dropping blades and the conveyor belt. Just past them is an elevator that looks like a red square. Stand on it and it will take you to the next area. To follow the map on where each elevator goes, look for the corresponding letter.
2. Gain access to a trolley here. Ride it until you reach the place with the sign.
3. Hop off the trolley (route 1) at this point. Wait here until you can ride the blue (route 2) car.
4. Exit the route 2 car at the first station you come to.
5. Enter this room to come across Rose who is trying to kill herself.

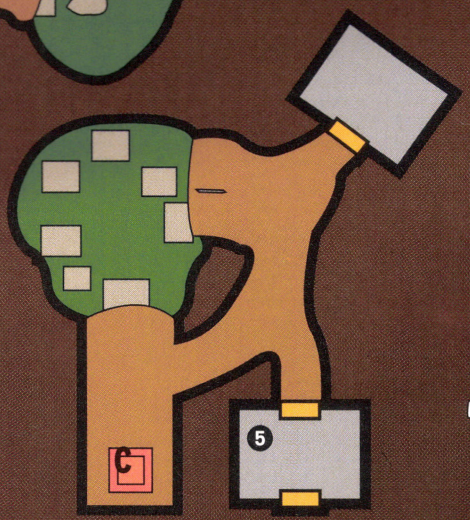




Bathing beauties: After riding the first elevator down you will come across a strange sight. Two young girls are swimming in the brackish water. They are actually monsters who will attack you. Keep your distance. Holy water or the cross will kill them.



Trolley car action: Hop onto the red trolley car (route 1) and ride it until you get to the sign (see picture to the right). Hop off and wait for the blue trolley car. This will take you to the second route. Be careful though. When the blue car gets close to the station, another trolley will try to smash you off of the pedestal on which you're standing. Jump on the blue car before it gets to the station to avoid this threat. If you elect to let the route 1 car take you around the track, it will bring you back to where you boarded.



Underground Waterway

Carrie-only Level: This level is exclusive to her.

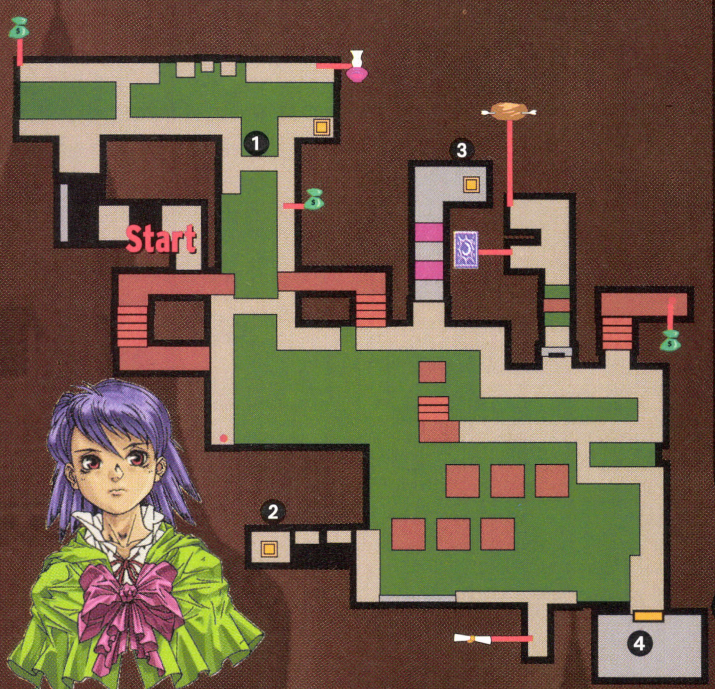
Area Four: Carrie's journey through the Underground Waterway will be a constant struggle. There are fishmen constantly jumping out of the water. Different-colored fishmen breath different effects. Use caution around the green/blue types as they can poison you with their spit. Don't touch the green water or you'll instantly die. Use caution when moving around on the brick-colored areas, as there is a chance that the ground can crumble underneath your feet.

❶ You will be ambushed by the fishmen here. Kill them all and trigger the switch that shuts off the waterfall.

❷ Hit the switch that unlocks the door found right after the falling pit traps.

❸ This final switch will turn off the final waterfall that blocks the way out of the Underground Waterway.

❹ Meet up with an interesting witch, Actrise, and enter into the castle.



Deadly traps: This area has many dangers. Some are obvious, others are not. Throughout the level you will be pursued by the fishmen. Don't let them panic you into running blindly ahead. The brick areas sport pitfalls that can catch the unwary. If you look down a brick hallway, sometimes an enemy will set off the trap. To avoid the spike trap, jump over it after it has fallen.

Renon

Dealing with the devil: A demon named Renon will offer to sell you goods in exchange for a few meager coins. You can buy every kind of item from him. You will often find a contract hidden near a spot where you need a particular item. You cannot take the contract with you. You can only leave it in the room in which you find it.

If you spend more than $30,000 over the course of the game, Renon is said to attack you. It's time-consuming to earn that much money, so you shouldn't have to worry about his wrath unless you are spend-happy.

Look for the contract that summons him.

Shop Prices

Roast Beef	$2000
Roast Chicken	$1500
Healing Kit	$3000
Time Cards	$500
Purify	$500
Cure Ampoule	$200

Save up your cash: You will find bags of money hidden in each level. Some monsters will also have money. It comes in $100-500 sacks.

Renon will sell you the items that you need.

Strategy done off a preliminary copy of the game and is subject to change.

Castle Center

Area Five: This level is short but intense. You must learn to handle explosives with care.

❶ Make your way to the fourth floor and collect the Magical Nitro.

❷ Carefully make your way to the areas where you have seen the cracks. Combine the nitro with the Mandragora (found nearby) and blow up the first crack you find.

❸ Enter the area revealed and shut down the protective barrier that protects the crack on the first floor. Look at the statues for clues on where the pieces go.

❹ Grab more nitro and carefully make your way down. Any bump or jump will kill you instantly, so be careful. The only way through is by crossing through the large room that has the gears. Navigate through the gears to come out the other side. It's a bit tricky at first, but that's what you do. Enter the large room on the first floor and release the seal to awaken the Boss.

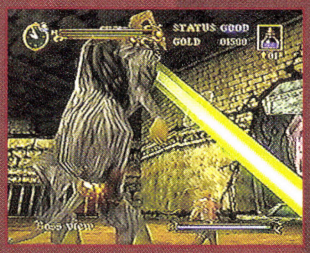
Use the Magical Nitro to blow up the cracks. Just don't jump!

Set the pieces in the correct order to unlock the barrier.

Abomination

Castle Center Boss: You knew it was going to wake up, didn't you? The giant abomination is the deadliest Boss in the game. It does plenty of damage with every hit and it moves around a lot.

How to beat it: Use long-distance weapons like the cross whenever you can. The creature tends to keep farther away from you the more you damage it. If you don't have a secondary weapon, you'll just have to end up chasing it. It has a surprisingly large amount of life, so expect to hack at it for a long time. Remember to keep moving yourself, or you'll have a plasma blast fired your way. Be careful.



Dodge the beast's beams and try to get in a few hits on it.

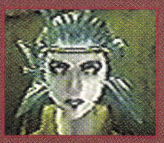
Since you have distance weapons, use them to good effect here.

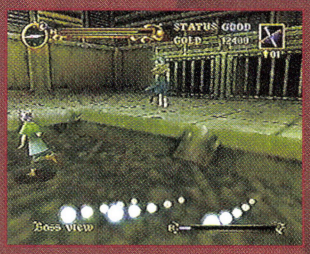
Fernandez Vampire

Carrie's Castle Center Boss: In the room with the deep indentation in the ground (floor one), you will fight one of your relatives who has been turned to the side of darkness.

How to beat her: Her attacks are just like yours. She will cast homing spells at you, so run quickly around her, while charging your own spell. Blindly toss your spells and you'll whittle her down bit by bit. Keep roughly five feet from her when doing your circle, for the best rate of fire and chance of dodging.

The Fernandez Vampire is not too tough—as long as you keep things simple, you will do well. Speed will keep you alive.





Keep circling and firing and you will tag her every time.

If you get shot, you will lose your concentration for the spell.

Rose

Reinhardt Castle Center Boss: Rose awaits you in the same room where Carrie fought her vampiric cousin.

How to beat her: Rose has a number of attacks. The secret is knowing at what distance to attack her. If you get too close, her sword will hit you. Keep too far back, and an energy blast will peg you.

Hit and run is the trick: Get in close and fool her into swinging the sword. Pull back to dodge the stab. Get in a hit. Use a secondary weapon, like the cross at the same time so you do extra damage.

The results: The elevator in the room above this one will be powered by mysterious energy. Board it from the second floor. This will allow you to reach the two towers.

If you hang back, Rose will summon up an energy burst.

If Rose gets too close, she will try to gut you with her sword.

Duel Tower

Reinhardt-only Level: This level is exclusive to him.

Area Six: This is a pure action level. There are no puzzles, just jumping and fighting. Each area contains a small arena where you must battle a twisted minion of Dracula. There are plenty of spike traps you will have to both duck and jump over. If you end up not knowing where to go, use the camera to look around. Platforms are placed just out of sight, so looking around is essential.

Lots of nasty jumps: There are many jumps and leaps of faith you'll have to make. When trying to leap to a platform directly above you, just jump straight up. The game's engine will automatically let your character grab onto the edge. A useful feature.

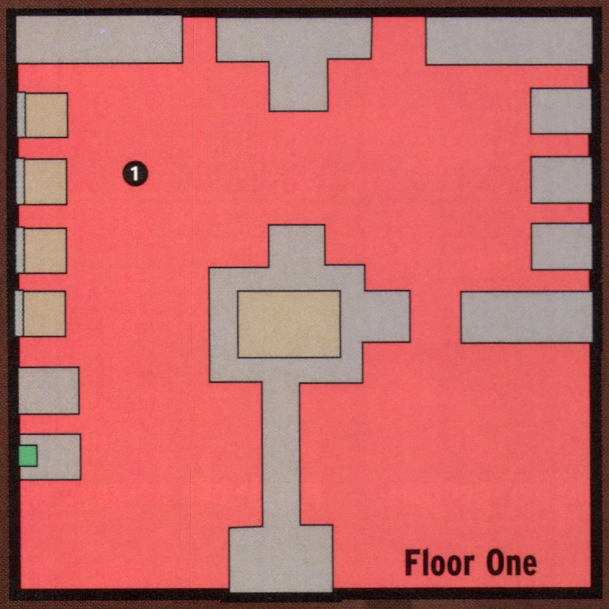
Spinning spikes: These will not only hurt you when you're near their base, they can also drop you into the pit if you try to climb onto the platform at the wrong time. Look at the timing of their spinning so you know when to duck and when to jump.

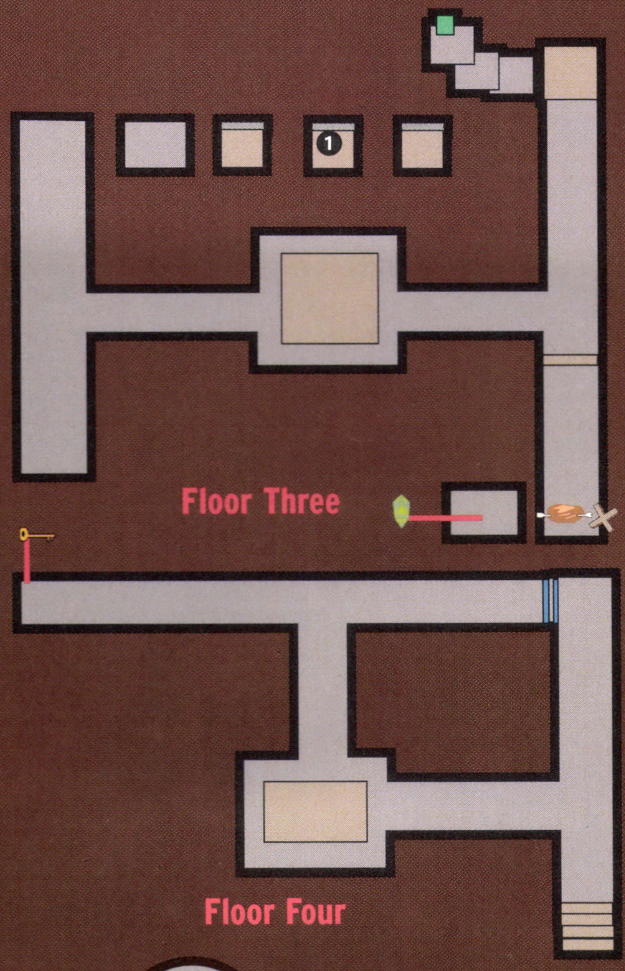
Arena combat: There are several arenas you must fight in. Each arena will pit you against a slightly tougher opponent. These range from a simple vampire to a minotaur. As with most enemies, hang back and lob your secondary weapons at them.

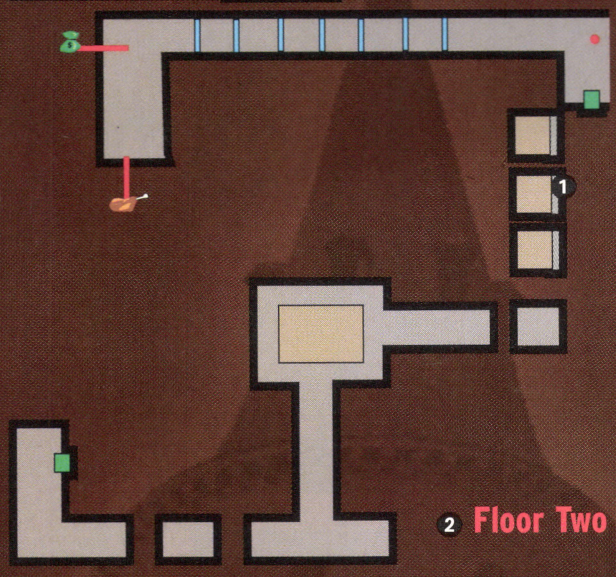
Tower of Execution

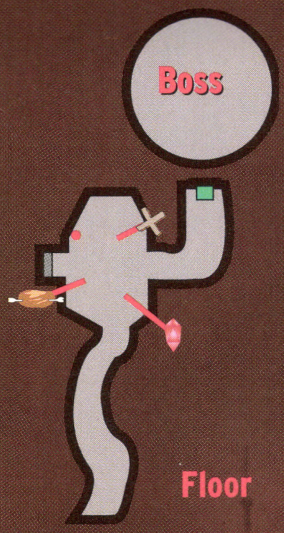
Reinhardt-only Level: This level is exclusive to him.

Area Seven: The Tower of Execution is an endurance level. You must make it to the top of the tower while braving all sorts of traps. Falling blades are common as are shifting platforms. (1) In these sections, the platforms will be pulled into the wall. Watch them move awhile to get the timing right before moving on. (2) An invisible platform can be found connecting this area of Floor 2 to the area with the Special. You do not need the Key to get there.





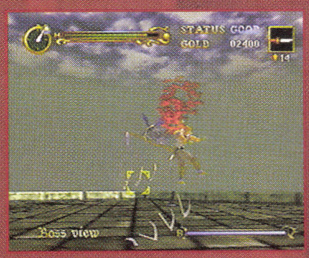


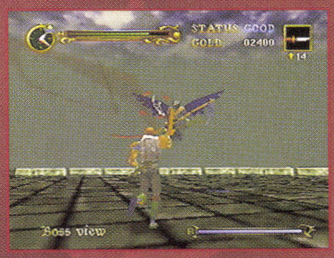


Don't forget the Execution Key: You will be able to find a secret item, Special 2, if you follow these steps:
1. Pick up the Key of Execution.
2. Use it to unlock the gate found on the third floor.
3. Move to the back of the corridor and look off the ledge. There will be a small platform you can jump to. The Special is hidden in the statue there. This will allow you a new outfit for Reinhardt.

Death

Tower of Execution Boss: You knew he was going to appear sooner or later: Death is here. Armed with an array of flying scythes, he certainly lives up to his name.
How to Beat Him: You'll want to have stocked up on crystals and the cross. Hang back from Death, but still within boomerang range. Use your whip to smash any scythes that come flying at you, while tossing the crosses at the Boss.
The result: Defeating Death will open up a hidden doorway found in the room just below. This will lead you right to the Clock Tower.





Strategy done off a preliminary copy of the game and is subject to change.

Clock Tower

The treacherous climb: This level is open to both characters, though at different times for each. Carrie will face it early on, before the Tower of Science. For Reinhardt, it will be found just before the final battle with Dracula.

❶ You'll want to start climbing onto the gears here. Be careful of accidentally getting caught in their teeth. Try to jump while on the top-center portion of each gear, or the game will force you into making a shorter jump that means certain death. When you get to the end gear, you will want to cross the rotating tube to the other side of the wall. You can follow this all the way to the top. Crossing the tube is a little tricky, because Medusa Heads will appear.

❷ The exit out of this first room is at the top of the area. You'll need the key from just below this area.

❸ Cross the gear sections to reach the key on the far-right side. Use the key on the door in the center of the far room. This leads you to the large chamber.

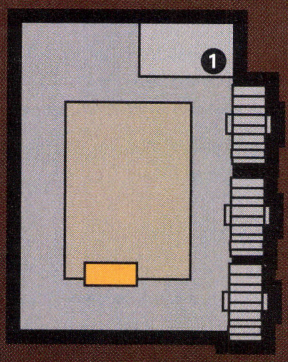
❹ There is a mysterious switch that can change the rotation of the gears in this room. You do not have to flip it.

❺ Here's the location of the third key needed to exit the level. It'll take a steady hand to get here.

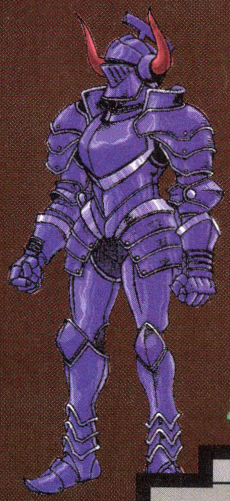
❻ Here's the exit from the Clock Tower. This will lead to a different place, depending on your character. **Note:** The side-perspective maps have been provided to help you navigate.

Jumping onto the narrow elevator will be a little tricky.

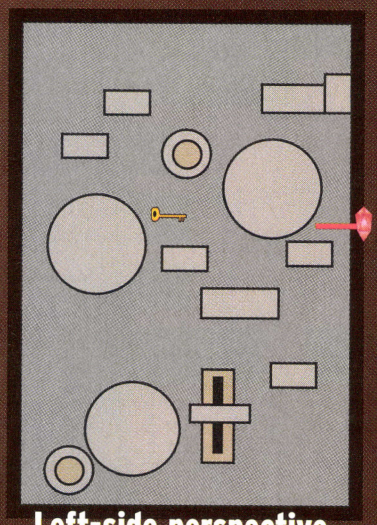
You must make your way to the top of the first room to find the door.

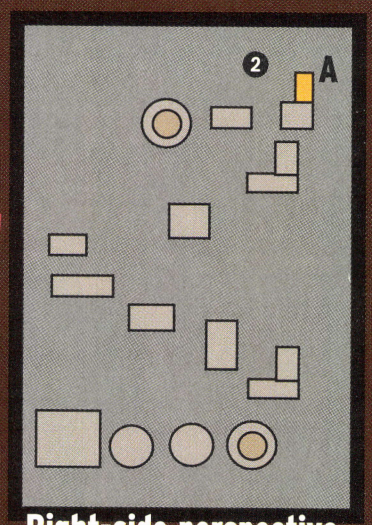


Clock Tower Floor One



Clock Tower Floor One: side walls

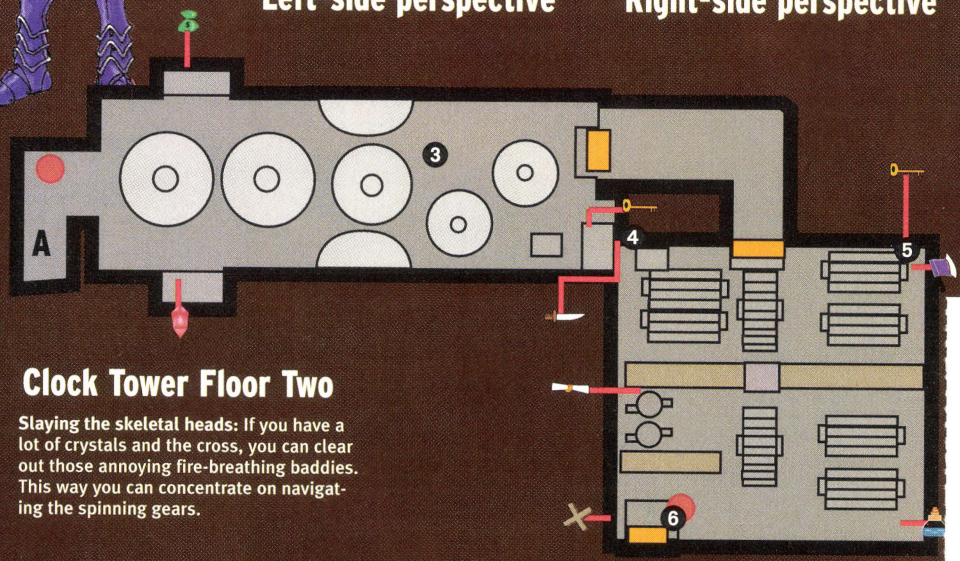

Left-side perspective



Right-side perspective

Twisting tubes and shafts: To reach the other side of the giant gear rooms you will have to navigate across the giant tubes. They spin slowly, so as long as you keep on moving, you shouldn't fall. Pause only to whip the Medusa Heads that will appear. Some tubes have spikes you must weave through.

Look for these tubes: The tubes that look like this on the map lead to the other side.



Clock Tower Floor Two

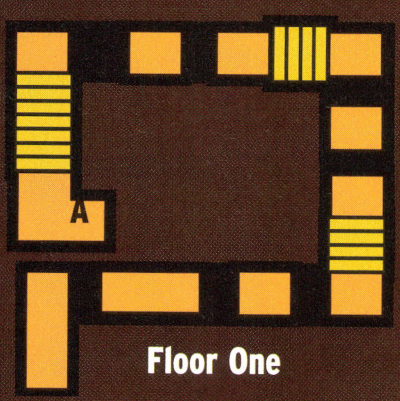
Slaying the skeletal heads: If you have a lot of crystals and the cross, you can clear out those annoying fire-breathing baddies. This way you can concentrate on navigating the spinning gears.

Tower of Science

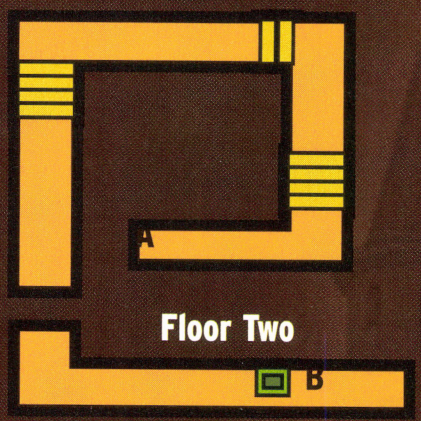
Carrie -only Level: This level is exclusive to her.

Mechanical Mayhem: Conveyor belts, lasers and spike boxes will make the going tough. You'll have to make some long-distance leaps to reach some of the sections. There are sentry guns that have a tracking infrared beam that will blast you if they "see" you. Attack them from behind or afar for the best results.

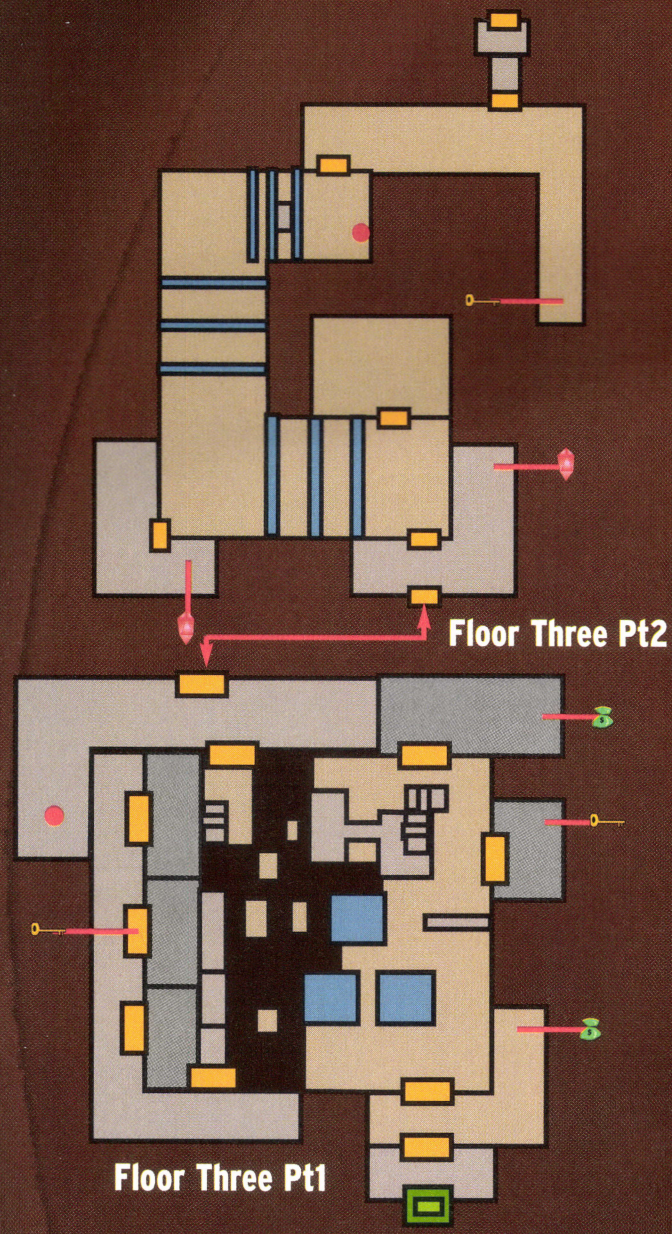
❶ The conveyor belts start at this point. This will make your jumps a little harder. You will have to keep an eye out for boxes too.

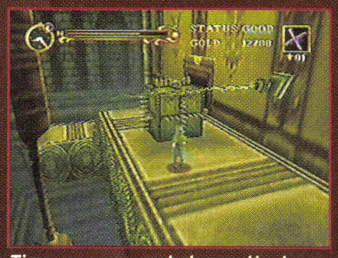


Floor One



Floor Two




Time your moves between the laser blasts. Run around the spike boxes.

Use the elevator (easy to miss) to ride up to the second area.

Watch out for the sentry guns. They will try to lock onto you.

After collecting Science Key 2, you must cross several small platforms.

Gameplay Techniques and Hints

Jumping techniques: To save your countless lives, here's some quick advice about jumping. If you are on an uneven surface, like a rock, your character may not jump, or if he/she does, it will be a pitiful one. Try to jump from as flat a surface as possible. This is most important on the Clock Tower stage, where a poor jump means instant death.

Grabbing: The way the game's engine works, as long as you jump and hold the button down, you will grab the closest handhold. Whenever there are small platforms above each other, simply stand underneath and jump. If you keep holding, you'll pull yourself up. If you let go of the button, you'll fall. This auto-grab makes some jumps difficult if handholds are nearby.

Targeting: The game will automatically target on the closest enemy. While useful against smaller enemies, against bats, this has the problem of not allowing you to whip torches when enemies are near. The best way to counter this is to place the torch between you and your intended victim. The most serious targeting problem is found when using Carrie. Her magical Spell Blast homes-in on enemies. However, it will often attack an opponent that is not necessarily the most important threat. If this keeps happening, use her close-combat blades or stand still (not a very good option, unfortunately).

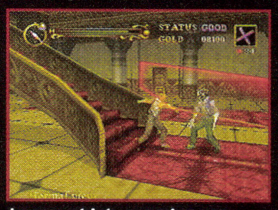
Status: Keep an eye on the Status Bar found at the top of the screen. The effects of vampirism and poisoning aren't really all that noticeable, and can have serious effects if left alone too long. The best counter to this is to identify which enemies have these nasty effects. (Look to the last page of this guide for a chart showing all you need to know about the basic enemy types.)

Save up your items: As you go through the game, items get more scarce. It will get to the point where you'll be dying for a red gem. Save up everything, and use them only when you are facing a Boss. By conserving your supplies you won't be screwed later on. It is very possible to get to a point in the game where you cannot continue because you do not have enough life-restoring items or gems.

Only jump from a flat surface whenever you can.

The game will automatically grab you on a platform.

Carrie has a hard time targeting her opponents.


Learn which enemies can affect your status.

Save your items for the tough levels ahead.

Tower of Sorcery

Carrie-only level: This level is exclusive to her.

Area six: This area will test your jumping and timing skills. You will want to make sure you move slowly and methodically, because it's simple to accidentally overcompensate with your jumps.

❶ As you circle the tower, try to aim your jumps toward the circle. This will make the distance you have to jump shorter. This gives you a much better chance at surviving.

❷ Talk about a cluster-frag, you must find the pattern in the disappearing/reappearing blocks that will get you to the Save Point beyond. Move quickly, and don't be afraid to jump to a square that's going the opposite way.

❸ You will have to fiddle with the crystal switches to raise and lower sections of the yellow bricks. For a walk-through on how to do this, look to the right.

❹ Tough jumping will carry you up and around from this point. Make your jumps, veering to the inside rather than the outside. These jumps are extremely difficult to make, so make sure you are as precise as you possibly can.

❺ You can get Carrie's special item by walking atop an invisible walkway to reach this item. Yes, you will have to make a leap-of-faith to reach this item. It sort of sucks that the Save Point is so far away. But that's why they called it a special item. You have to really want this item to get it. The best advice is to move slowly.

Disappearing/reappearing blocks: The key to making it past these bricks is to watch the colors. Purple is safe to jump upon. Red means it's going to disappear soon. Then it's gone...poof!

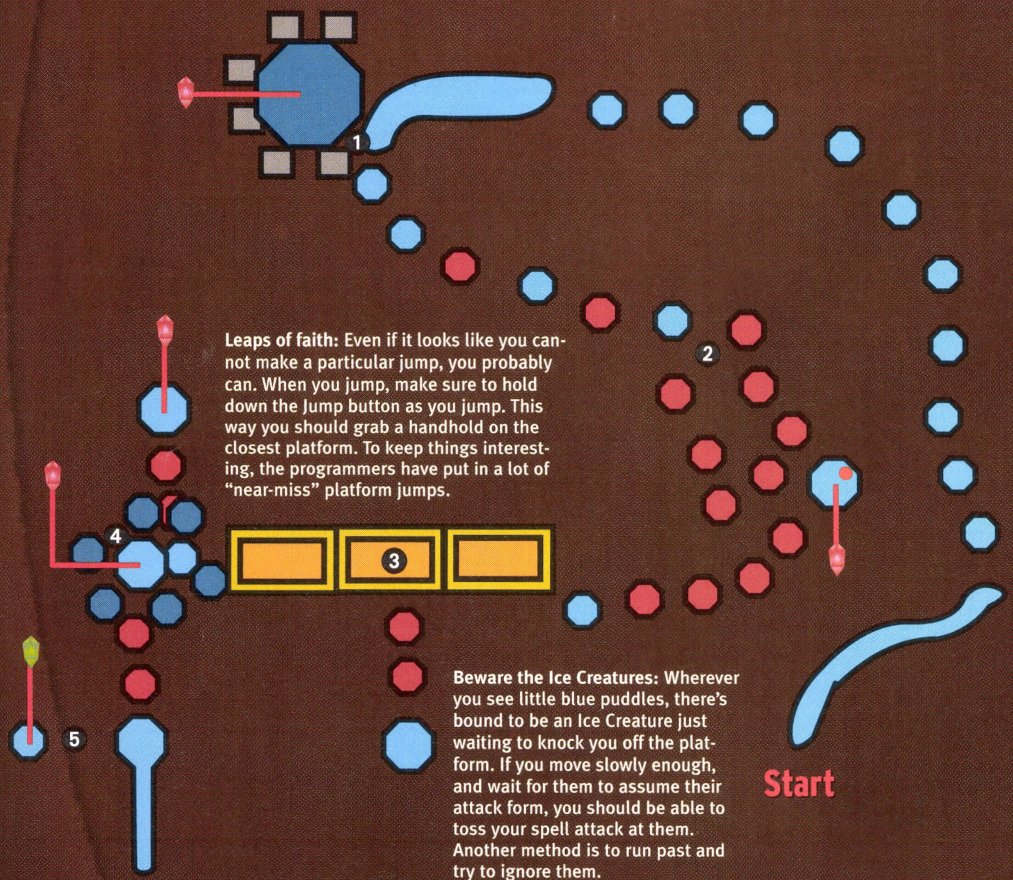
Is it a dead end? In the middle of the level you will come across some yellow blocks with seemingly nowhere to go ❸. The answer to this dilemma is surprisingly simple. Here's what you should do:

1. Just before the yellow blocks there is a single blue ice pedestal. Stand on it and destroy the little hovering crystal. It is actually a switch that will raise the center section of the yellow blocks.
2. Make it to the center portion before it gets too high for you to climb on.
3. Look to the left to see some disappearing/reappearing blocks. Use them to cross to another platform that has a blue switch crystal.
4. Quickly make your way to the third yellow block. If you're fast enough, you can climb up the high blue platform and to the rest of the level. You can jump to the yellow brick from the first red block.

Step one: Hit the switch to raise the center yellow square section.

Step two: Make it to the center section before it gets too high.

Step three: Cross the red blocks to reach the blue trigger crystal.



Leaps of faith: Even if it looks like you cannot make a particular jump, you probably can. When you jump, make sure to hold down the Jump button as you jump. This way you should grab a handhold on the closest platform. To keep things interesting, the programmers have put in a lot of "near-miss" platform jumps.

Beware the Ice Creatures: Wherever you see little blue puddles, there's bound to be an Ice Creature just waiting to knock you off the platform. If you move slowly enough, and wait for them to assume their attack form, you should be able to toss your spell attack at them. Another method is to run past and try to ignore them.

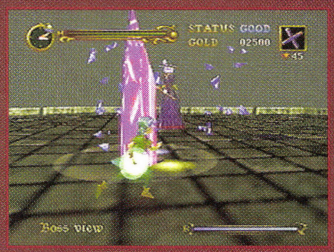
Actrise-witch

Tower of Sorcery Boss: The witch you met earlier has decided that she's had enough of your antics. After hearing her story, she'll attack.

How to beat her: This battle is one of the longest for Carrie. You must constantly be running to avoid being hit by the frozen blasts that come up from the floor. The witch will form ice around her, so you will want to blast it, then get in a hit before it reforms. Doing this over and over takes time.

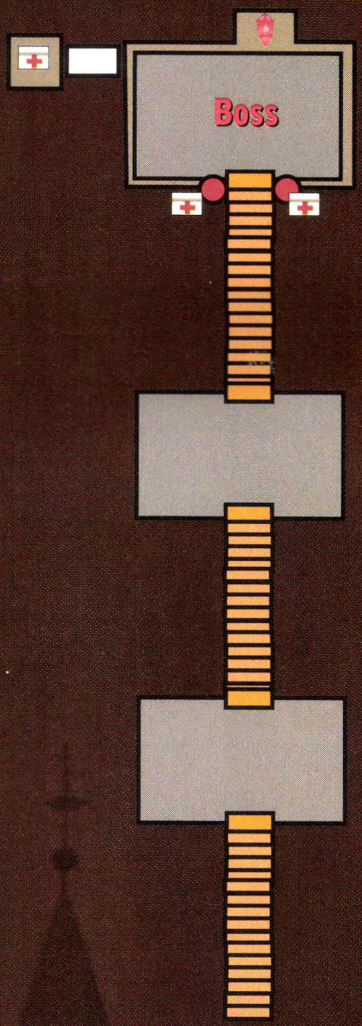
A secondary weapon is important for getting in that second hit once the shield of ice is down. Remember to keep moving at all times.

Keep moving or ice pieces will form right underneath your feet.

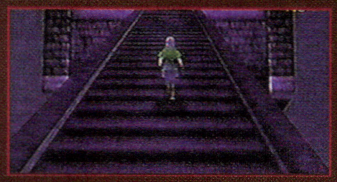


You will have to destroy the ice in order to shoot Actrise.

Castle Center



Final Area: Here it is, the last bit of level section you must traverse before facing the Count. There are two rooms before Dracula's that may have some chance encounters. Around the outskirts of Dracula's chamber there are several secrets and Items you can pick up. If you don't collect them, your odds of defeating all of the Bosses ahead of you aren't too good.



Strange appearances: Depending on how you've played the game, you may have a few extra battles ahead of you.
Vincent: If you've been taking your time getting to the castle, you will be attacked by the Vampire Hunter Vincent. He is an indication that you will receive the poor ending.
Renon: If you've been taking advantage of Renon by spending over $300,000 on his goods, you will have to fight him here. The battles are optional, and will only happen after the criteria is met.

Last-minute power-ups: Right before you enter Dracula's chambers, you can find some useful Healing Kits. The first two are inside the giant torches. If you follow the narrow walkway to behind the room, you can find an invisible walkway leading to another.

Dracula

Castle Center Boss: Dracula awaits in the throne room inside the third tower. As soon as you look at the coffin, the battle against him will begin.
How to beat him: You will have an easier time using Carrie, as she can hang back and lob spells. With Reinhardt, you should toss crosses at him whenever he forms. If you get too close, you will become hypnotized and bitten. Make sure to have plenty of Purify items, because one bite is enough to turn you into a vampire. You can whip his flames, but they're easier to dodge. You cannot harm the Count when in mist form.

You cannot hit Dracula's mist form at all.

Hit or avoid the fire Dracula sends forth.

Dracula-Malus

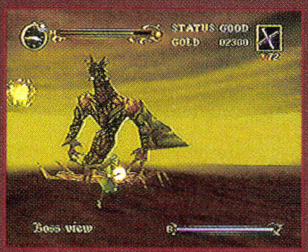
Final Boss? You will come across Malus riding atop a Nightmare (sort of like an evil Pegasus). As the story unfolds you will discover that he is in fact the reincarnation of Dracula, the Dark Lord himself!
How to beat him: His attacks are pretty much the same as the Count from the earlier battle. Add to the mix a few flare-up blasts similar to Actrise's crystals, and you have your hands full. If you have any long-range weapons, use them. If not, you will have to hit and run. If you were slow, this will be the final Boss of the game.

Most of this form's attacks are like the previous Dracula.

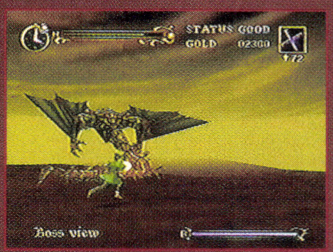
The giant energy blasts rise from the floor so they're hard to miss.

Dracula true form

Final Boss: Dracula's true form is that of a giant dragon. He will breath highly lethal gouts of fire at you.
How to beat him: This form is the simplest yet. Run quickly to his posterior and get in a few hits. Keep circling him and you should stay out of the way of his fire. An alternative way to beat him is the good old-fashioned attrition method. If you have enough healing supplies, just stand your ground and keep whacking away at him. This isn't the most effective way to beat him, but it most certainly works. If you win, you can rest easy...



Attacking the dragon form head-on can be a costly tactic.



If you can get behind him, you will be able to get some hits in.

Strategy done off a preliminary copy of the game and is subject to change.

Bestiary

Know your enemies: The best way to survive Dracula's hordes is to know how they attack. Each enemy has its own pattern and style. By knowing how to defeat a certain foe, you will be able to avoid whatever it intends to do to you.

Use the correct attack: Knowing which weapon to use is also of much importance. If an enemy is a bat, for example, you will not want to waste a secondary weapon when your basic attack will do. The chart below shows the number of hits required to defeat a certain enemy. No power-ups included.

Bat

Attack patterns: These will often attack in swarms from directly above. Run backward and strike them from afar.

Damage Table

Basic Attack:	1
Close Attack:	1
Item Attack:	1

Skeleton

Note: Can ride on a motorcycle

Attack patterns: A simple mindless enemy that likes to swarm you. Sometimes amazingly resilient to damage.

Damage Table

Basic Attack:	1-3
Close Attack:	1-2
Item Attack:	1

Lycanthrope

Attack patterns: Stick and move with these guys. They will try to do the same. Wait for its attack to miss, then strike.

Damage Table

Basic Attack:	5-8
Close Attack:	8+
Item Attack:	3-4

Skeletal Heads

Attack patterns: These breath out fire in either gouts or bursts. You can whip the bursts. Attack them from a distance.

Damage Table

Basic Attack:	3
Close Attack:	9
Item Attack:	1-2

Vampire

Note: Vampiric bite needs Purify

Attack patterns: These are deadly! If they get close they can drain blood to get their life back. Use crosses or holy water.

Damage Table

Basic Attack:	6-12
Close Attack:	8-14
Item Attack:	3-5

Stained Glass Knight

Attack patterns: The only danger these enemies pose is that they are sort of hard to see. An easy-to-kill enemy.

Damage Table

Basic Attack:	1-3
Close Attack:	2
Item Attack:	1-2

Ghosts and other Spirits

Attack patterns: Hard to hit and hard to kill. Before moving past where you think you've killed one, wait awhile first.

Damage Table

Basic Attack:	4-5
Close Attack:	2-3
Item Attack:	1-2

Arachnia (spider-women)

Attack patterns: Slow-moving, some possess distance weapons. Crosses really tear them up.

Damage Table

Basic Attack:	4
Close Attack:	7
Item Attack:	2

Medusa Heads

Attack patterns: These will constantly spawn wherever you must make precision jumps. Any hit will kill them.

Damage Table

Basic Attack:	1
Close Attack:	1
Item Attack:	1

Ice Creatures

Attack patterns: These innocuous puddles of goop will form up and attack. They move slowly, so you can out-maneuver.

Damage Table

Basic Attack:	3
Close Attack:	3
Item Attack:	1

Fishmen

Note: Poisonous

Attack patterns: These guys are excellent warriors, and they can block your hits. Just keep whaling on them to break 'em.

Damage Table

Basic Attack:	4
Close Attack:	2
Item Attack:	3

Cerebus

Attack patterns: They will attempt to close in so they can do more damage. Try to find a place out of their reach nearby.

Damage Table

Basic Attack:	6
Close Attack:	12
Item Attack:	3

Exploding Skeletons

Attack patterns: These guys will run right at you. Dispose of them with an item or get hurt pretty seriously.

Damage Table

Basic Attack:	1
Close Attack:	1
Item Attack:	1

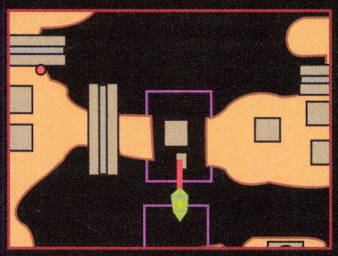
Game Secrets

Multiple Endings

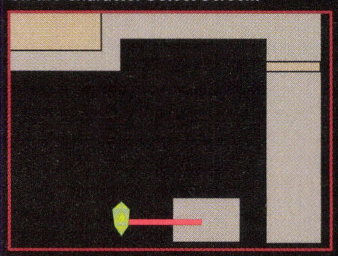
It all comes down to time: In order to face Dracula's final form, and thus earn the "good" ending for each character, you must beat the clock. You must reach the Castle Center within seven hours or you will not get to fight Dracula's true form.

Special Items

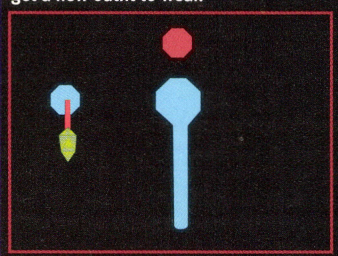
Three secret items to find: There are three special crystals hidden throughout the game. Each one will do something different depending on which one you've picked up. You must beat the game after picking the Special crystal up in order for it to do its trick.



Item: Special #1
Location: Silent Forest
This item is located on a small platform hovering over the poisonous river, roughly halfway through the level.
Effect: After you have beaten the game, you will be given the ability to play a much more difficult version of the game on the Character Select Screen.



Item: Special #2
Location: Tower of Execution
Look on a platform between the second and third floors, just above where you entered the level. There is an invisible walkway you can use to reach it.
Effect: If you have beaten the game after getting this item, Reinhardt will get a new outfit to wear.



Item: Special #3
Location: Tower of Sorcery
Near the level exit of the Tower of Sorcery there is a platform all alone on the right. You must walk across an invisible walkway to reach it.
Effect: If you have beaten the game after getting this item, Carrie will get a new outfit to wear.

Strategy done off a preliminary copy of the game and is subject to change.

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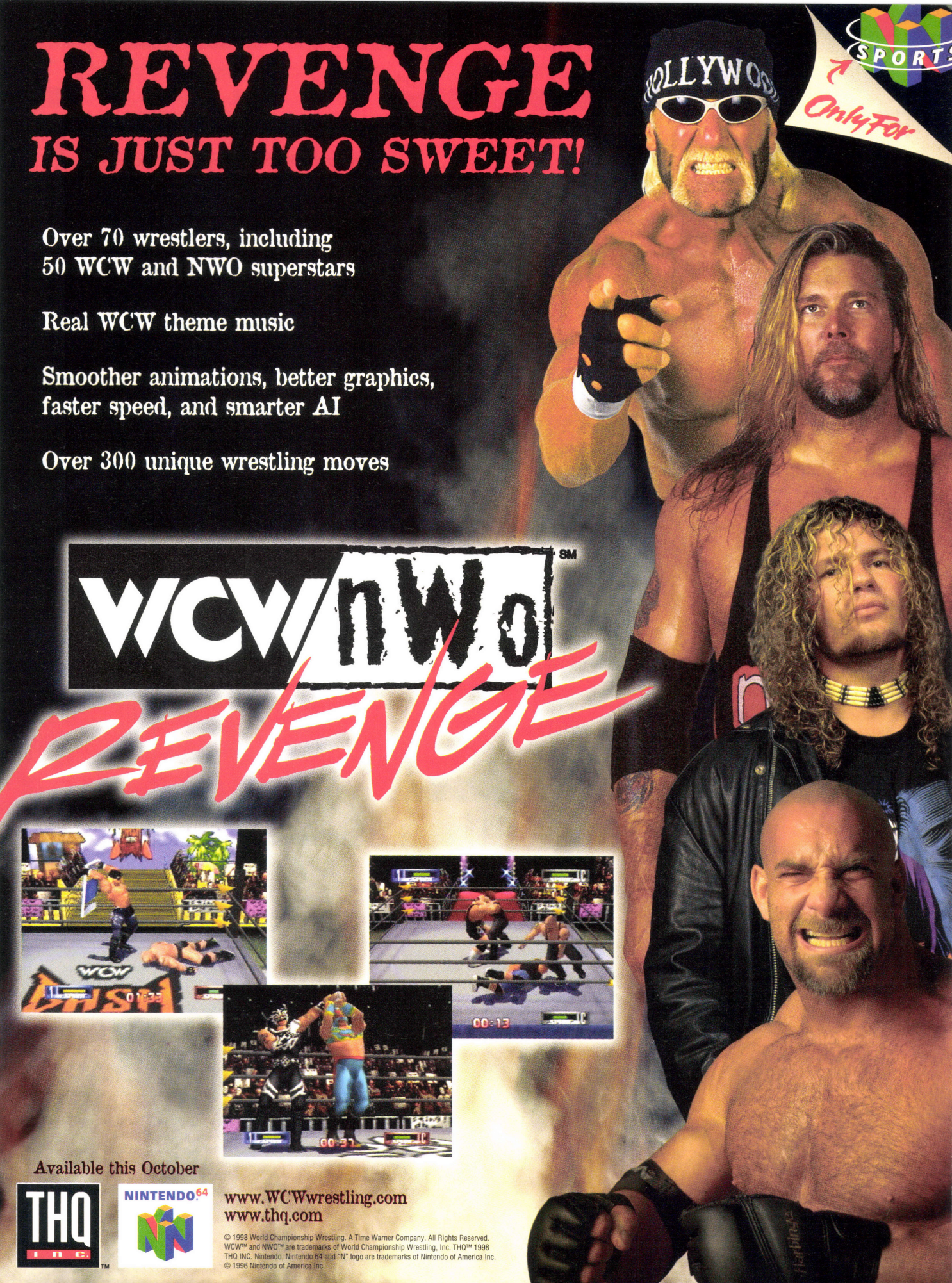

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XG Strategy
by Pat Dolan

As the name implies, Marvel Super Heroes vs. Street Fighter allows you to use characters from the Marvel Super Heroes game and characters from Street Fighter in head-to-head combat. You choose your "main" character, then choose a partner who can assist during certain Super Moves. Combat is fast and furious, with spectacular, over-the- top attacks and effects all around. In other words, it captures the feel of comic-book combat quite well.

As in X-Men vs. Street Fighter, the "tag team" feature of the arcade game has been pretty much eliminated for the PlayStation version. In the basic game modes, you cannot change between your main character and his/her partner. However, a new play mode, Cross Over, allows you to switch between characters at any time. The catch? Both players must use the same two characters. Still, this does give you some variety, and is a welcome inclusion.

Database

time to complete	30 minutes
challenge	moderate
deadliest character	Wolverine
system	PlayStation
publisher	Capcom
developer	Capcom

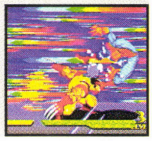
MARVEL SUPER HEROES VS. STREET FIGHTER

Getting Started

Learn to combo! Go into the Training Mode and practice linking your chosen character's moves together to form deadly combos. The goal is to land a single blow on your unblocking opponent, then take advantage of that to do severe damage with a big combo. Be sure to set the CPU opponent to auto blocking, so you can judge whether your attempts are successful. If you want to land the maximum number of blows, concentrate on air combos. They're a little easier to execute than ground combos, since the victim remains helpless for a longer period of time because of the launcher, allowing you to fudge the timing of your blows a bit more. Also, most characters can link a larger selection of moves during air combos than they can on the ground.

Offensive Strategy

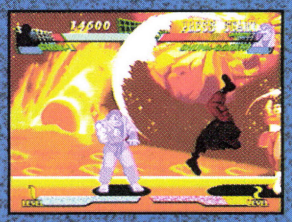
Concentrate on mastering quick 2- to 4-hit combos, preferably ending in a Super Move. Many characters are capable of doing 5- to 10-hit combos, but those tend to be only useful in very specific circumstances, or require extremely fast reflexes to pull off. If you mess them up, you're a sitting duck. Plus, the longer the combo, the less damage each blow in the combo will do. As a result, you can often do as much, or more damage with a 4-hit combo as with an 8-hit one.

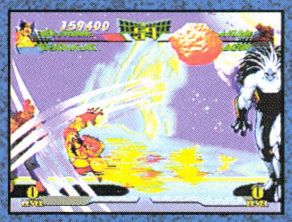


Vs. the CPU

Against the CPU, if you've got a character with distance attacks, use them to tick off damage slowly, but be ready to deal with a jump-in attack at any time. Most characters have good moves to counter this. If your character has aerial missile attacks, use them. The CPU does a poor job at blocking these attacks. Once the CPU gets in close, it's quite good at unleashing combos off of hits that you don't block, so be on your guard. Unless it's executing an attack of its own or is still recovering from one of your attacks, the CPU will almost never fall for your Super Combos. Only use your Super Combos when you've got a clear opening or you're just wasting energy.

Team Up Attacks





While not quite the tag-team experience it was in the arcade, Marvel Super Heroes vs. Street Fighter at least has the team-up attacks intact. These allow you and your partner to launch Super Combos at the same time, resulting in a tremendous amount of damage to your opponent if they connect.

- Each team member will do one of his/her Super Combos, generally one that matches a Super Combo of his/her partner. If your main character doesn't have a missile Super Combo, his/her partner won't use one either. It's generally best to pick a partner of similar skills, so you can have more compatible team-up attacks.

- It takes two Super Combo levels to execute a team-up attack, so be very confident that you'll be able to connect with the attack. Often it's better to simply try a standard Super Combo, especially as many of them can be added to the end of combos, increasing their damage potential.

All About Combos

The bread and butter of this game is found in the combo system. Each character can link moves together in such a manner that if the first move hits an unblocking opponent, the rest will also connect before the victim has a chance to recover. Each character has a slightly different pattern that he or she can follow while creating combos, but in general, you can always follow weaker attacks with stronger attacks.

- Another element of combos involves the use of Super Moves and Super Combos. Basic moves and Super Moves can be interrupted by triggering a Super Move or a Super Combo, resulting in both the initial move and the newly activated move hitting the victim. The logic for this is as follows:

Regular move ⟵interrupted by⟶
Super Move ⟵interrupted by⟶
Super Combo

- If you're doing a regular move, you can interrupt it with either a Super Move or a Super Combo. If you're doing a Super Move, you can only interrupt it with a Super Combo. This is an ideal way to maximize the amount of damage done to your opponent, and helps to make sure you connect with the powerful Super Combos.

- Another key feature in Marvel Super Heroes vs. Street Fighter are the launchers and the associated Air Combos. Each character has one or more moves that will hurl his or her opponent straight up into the air. If the attacking character immediately taps up after executing this move, they will follow the victim and can launch a combo on them while they are flying upward through the air, helpless. The air combo must be delivered before the victim starts falling back to earth though, or he/she will be able to block.

Secret Characters!

• There are at least six secret, playable characters in the game. Plus, the end Boss, Cyber Akuma may be playable as well. (He was in the Saturn version of the game.) The secret characters are accessible at any time, by simply highlighting the appropriate character, holding Select and then pressing any Punch or Kick button. The secret characters, and the character that must be highlighted to select them, are as follows:

• The only really "new" character is Shadow, a version of Charlie from Street Fighter Alpha, after he's been brainwashed by Bison. The rest of the characters play pretty much like their counterparts (identically, in the case of U.S. Agent—see his bio below), with a few changes.

To select:	Highlight:
U.S. Agent	Bison
Mech. Zangief	Blackheart
Armored Spider-Man	Spider-Man
Shadow	Dhalsim
Mephisto	Omega Red
Dark Sakura	Hulk

CAPTAIN AMERICA

Super Moves — Captain America

NAME	MOVE	DAMAGE
Shield Slash	↓, ↙, →, P	15
Stars 'n' Stripes	→, ↓, ↙, P	26
Charging Star	↓, ↙, →, K	19
Cartwheel	→, ↙, ↓, ↗, ←, P	-

Best Combos

J, S, Fd, F	35	4 hits
J, S, ↑, J, S, St, Fd, F	38	7 hits

Super Combos

Hyper Charging Star	↓, ↙, →, KK	44
Hyper Stars 'n' Stripes	→, ↓, ↙, PP	44
Final Justice	↓, ↙, →, PP	53

Launcher

St

Use the shield to harass opponents at a distance, but try to get in close enough to nail them with the **Charging Star** (↓, ↙, →, K) or a good combo. When jumping toward an opponent, use C to attack as you come in, it has excellent coverage. Captain America can Double Jump, use that to get clear of powerful Super Moves or Super Combos while jumping in on an opponent. Use the **Hyper Charging Star Super Combo** (↓, ↙, →, KK) when you've got the energy and your opponent leaves an opening. If he/she is jumping in, or just missed a close attack, use the **Hyper Stars 'n' Stripes** (→, ↓, ↙, PP).

Use Captain America's Fierce Attack when jumping into an opponent. It's not only quick, but covers a substantial portion of the screen.

US AGENT

U.S. Agent is identical to Captain America

SPIDER-MAN

With Spider-Man the basic idea is to simply jump around and keep moving. His ability to absorb an opponent's blow ranks among the lowest in the roster, so stay a moving target. Dart in and attack when your opponent has his/her guard down. When at a distance, annoy your opponent with **Web Balls** (↓, ↙, →, P). Once you're in close, nail him/her with a Web Ball, then combo him/her or unleash the **Maximum Spider Super Combo** (↓, ↙, →, PP). Use his ability to stick to walls to avoid your opponent's Super Combos.

Use Spider-Man's ability to stun his opponent with a Web Ball to set up his usually difficult-to-connect-with Maximum Spider Super Combo.

Super Moves — Spider-Man

NAME	MOVE	DAMAGE
Web Ball	↓, ↙, →, P	12
Spider Sting	→, ↓, ↙, P	14
Web Swing	↓, ↗, ←, K	26
Web Throw	→, ↙, ↓, ↗, ←, P	19

Best Combos

Web Ball (↓, ↙, →, F), St, ↗, J, S, St, Fd, F	40	7 hits
Jumping Fd, St, Spider Sting (→, ↓, ↙, P)	27	5 hits

Super Combos

Maximum Spider	↓, ↙, →, PP	48
Crawler Assault	↓, ↙, →, KK	41

Launcher

Crouching St

ARMORED SPIDER-MAN

Exactly the same as Spider-Man, except with armor. As a result, Armored Spider-Man takes less damage, but is quite a bit slower, and all his attacks do less damage, making him difficult to use. Without Spider-Man's speed, you need to rely more on baiting opponents into coming to you. Throw **Web Balls** (↓, ↙, →, P) to goad opponents into jumping toward you, then nail them with the **Spider Sting** (→, ↓, ↙, P). Also, his armor allows him to ignore single hits, so long as they are weak, allowing you to often counterattack through an opponent's attack.

Fighting Apocalypse

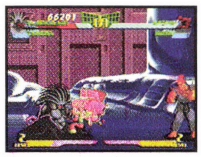
Just keep hammering. Get ready to block when you see his gun ports opening, and use your most powerful Super Combo or team-up attack whenever you've got enough power levels. You need to aim for his arm or his head to cause damage, but everything you connect with will do damage. Use your Super Combos as soon as you have got enough power to activate them.

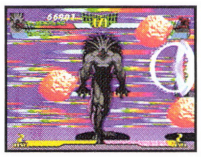
Fighting Cyber Akuma

A very difficult opponent, he's fast, has overwhelming missile attacks, and does a lot of damage when he hits. Play very defensively against Cyber Akuma. If he lands a single blow on you, he'll combo it for heavy damage. It's critically important to take advantage of any openings he leaves to deliver a powerful combo. Build up your Super Combo Meter, then hit him with your longest-reaching attack when he leaves an opening or while he's advancing (often the CPU won't block while advancing).

BLACKHEART

To win with Blackheart, you must capitalize on your opponent's mistakes, and hope he/she makes a lot of them. Stay at a distance and hammer your opponent with **Dark Inferno** (➡, ↘, ⬇, ↙, ⬅, **P** (use C for best results)) while you build up your Super Meter, then unleash **Heart of Darkness** (⬇, ↘, ➡, **KK**) as soon as he/she leaves an opening. If he/she gets in close, use F to spawn demons that will paralyze your opponent, then launch him/her and hit him/her with an air combo, or nail him/her with a Dark Inferno.





The best way to play with Blackheart (and Mephisto) is to play defensively. Wait for an opening in your opponent's strategy and counter.

Super Moves — Blackheart

NAME	MOVE	DAMAGE
Dark Lightning	⬅, ↙, ⬇, ↘, ➡, P	13
Dark Inferno	➡, ↘, ⬇, ↙, ⬅, P	27

Best Combos

R, F	22	6 hits
Crouching F, St, ↗, J, Sh, St, F	26	6 hits

Super Combos

Judgement Day	⬇, ↙, ⬅, PP	38
Armageddon	⬇, ↘, ➡, PP	40
Heart of Darkness	⬇, ↘, ➡, KK	40

Launcher

St

MEPHISTO

Exactly the same as Blackheart, he simply has additional flame effects with a few of his hits.

ZANGIEF

Super Moves — Zangief

NAME	MOVE	DAMAGE
Body Splash	⬇, F (while jumping)	17
Jumping Grab	➡, ⬇, ↘, K	22
Green Glove	➡, ⬇, ↘, P	21
Walking Throw	⬅, ↙, ⬇, ↘, ➡, K	27
Suplex	⬅, ↙, ⬇, ↘, ➡, K (throw)	33
Spinning Lariat	PPP	21
Short Spinning Lariat	KKK	17
Spinning Piledriver	360 on joypad, P	34

Best Combos

Body Splash (⬇, F while jumping), ⬇St, ⬆, J, St,F	39	5 hits
Jumping Fd, R, Spinning Clothesline	38	3 hits

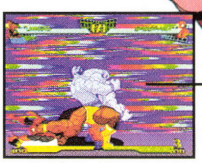
Super Combos

Atomic Piledriver	360 on joypad, PP	62

Launcher

Crouching St

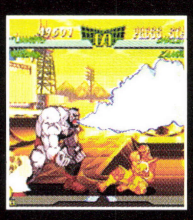
To get the most out of Zangief, you've got to master the trick of performing a 360-degree motion on the joypad to perform his Spinning Piledriver. It's his best Super Move, and the same motion is used for the Atomic Piledriver, his only Super Combo. Get close to your opponent and unleash one of these moves to cause some heavy damage. Use his **Body Splash** (⬇, **F, while jumping**) when jumping in on opponents, and follow it with a combo. When close to an opponent, use his **Walking Throw** (⬅, ↙, ⬇, ↘, ➡, **K**). When activated, Zangief will walk through single-hit attacks without being knocked down, allowing him to throw an opponent who's trying to attack him.



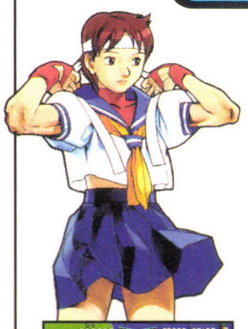
You're not going to achieve any degree of success with Zangief until you learn to master and perform his 360-degree commands at will.

MECHANICAL ZANGIEF

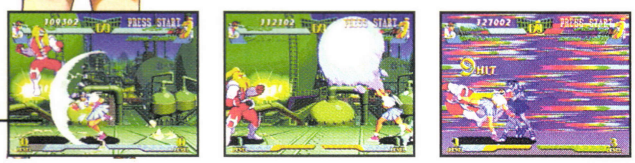
Mechanical Zangief can be played similarly to Zangief, but some adjustments have to be made. Mechanical Zangief is much slower, has some different moves and cannot be knocked down or stunned by any attack your opponent can throw at you. Use the Flame Breath (⬇, ↘, ➡, P) on opponents trying to keep their distance, but spend most of your effort trying to get close enough to pull off a Spinning Piledriver (360 on joypad, P). With Mechanical Zangief you've got to concentrate on taking your opponent out before he/she takes you out.



SAKURA



Jump around and try to get in close to your opponent to combo him/her. Use the **Hadouken** (↓, ↘, →, P) to take out opponents who try to jump in on you, and use the **Dragon Charge** (↓, ↙, ←, P) to rush a close opponent who's missed with an attack, or is activating a missile attack (the charge will go through the missile). The **Midare Zakura** (↓, ↙, ←, PP) is her best Super Combo, but only use it when your opponent leaves an opening.



Utilize Sakura's Hadoken as an effective air-counter attack. It's best to save her Midare Zakura combo when there is an opening for it.

Super Moves — Sakura

NAME	MOVE	DAMAGE
Hadoken	↓, ↘, →, P	20
Dragon Charge	↓, ↙, ←, P	23
Senpyu Kyaku	↓, ↘, →, K	19

Best Combos

Crouching F, ↖, S, Sh, St, F, Dragon Charge (→, ↓, ↙, P)	32	10 hits
Crouching Sh, Haru-Ichiban (↓, ↘, →, KK)	48	19 hits

Super Combos

Shinkuu Hadoken	↓, ↘, →, PP	42
Haru-Ichiban	↓, ↘, →, KK	42
Midare Zakura	↓, ↙, ←, PP	45

Launcher

Crouching Rh

DARK SAKURA

Super Moves — Dark Sakura

NAME	MOVE	DAMAGE
Hadoken	↓, ↙, ←, P	21
Dragon Punch	→, ↓, ↙, P	23
Teleport	→, ↓, ↙, PPP or KKK	-

Best Combos

Crouching F, ↖, S, Sh, St, F, Dragon Punch (→, ↓, ↙, P)	32	10 hits
J, St, Shinkuu Hadoken (↓, ↘, →, PP)	45	11 hits

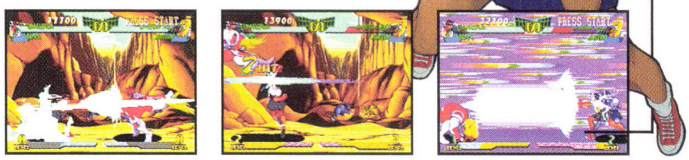
Super Combos

Shinkuu Hadoken	↓, ↙, →, PP	25
Haru-Ichiban	↓, ↘, ←, KK	67
Midare Zakura	↓, ↙, →, PP	66
Shun-Goku-Satsu	J, J, →, Sh, F	42

Launcher

Crouching F

Plays differently than regular Sakura, mainly because Dark Sakura has an effective missile attack to keep opponents away. Plus, a couple of her Super Combos do a heck of a lot more damage. Play pretty much the way you would with Sakura, but use the Hadoken (2, 3, 6, C) to nail opponents at a distance, and try to connect with the Haru-Ichiban (2, 1, 4, KK) or Midare Zakura (2, 3, 6, PP) when you've filled your Super Meter. Be more careful up close, as Dark Sakura takes more damage than regular Sakura.



Watch your life bar when playing in close! Dark Sakura takes more damage than her counterpart.

AKUMA

Use ground or air missile attacks to nail opponents from a distance, then jump in and do some combo damage. If your opponent fires a missile attack, counter with the **Messatsu Hadoken** (↓, ↘, ←, PP). Use the same basic strategy as you would with Ryu, but concentrate on staying a little farther away, as Akuma takes more damage than Ryu. Use his ground and air **Messatsu** (↓, ↙, →, P) to keep opponents away, and use **Gou Tatsumaki Senpyuken** (↓, ↘, ←, K) when you get up close. Once you've got Super Levels built up, use the **Messatsu Hadoken** (↓, ↘, ←, PP) or **Tenma Gou Zankyu** (↓, ↙, →, PP, air only) when your opponent drops his/her guard.

Akuma is still an effective air fireball thrower, so use it to your advantage to keep advancing enemies at bay.

Super Moves — Akuma

NAME	MOVE	DAMAGE
Messatsu	↓, ↙, →, P	15
Gou Retsuken	→, ↓, ↙, P	25
Gou Tatsumaki Senpyuken	↓, ↘, ←, K	23
Demon Blade Kick	↓, ↙, →, K (air only)	9
Teleport	→, ↓, ↙, PPP or KKK	-

Best Combos

Jumping St, crouch F, J, St, ↓, ↙, →, PP	54	17 hits
J, St, F, Gou Tatsumaki Senpyuken (↓, ↘, ←, K)	40	6 hits

Super Combos

Messatsu Hadoken	↓, ↘, ←, PP	40
Messatsu Gou Shoryuu	↓, ↙, →, PP	35
Tenma Gou Zankyu	↓, ↙, →, PP (air only)	40
Shun-Goku-Satsu	J, J, →, Sh, F (level 3 only)	52

Launcher

Crouching F

BISON

Super Moves — M. Bison

NAME	MOVE	DAMAGE
Psycho Shot	←, ↙, ↓, ↘, →,P	14
Scissors Kick	←, ↙, ↓, ↘, →, K	25
Psycho Palm	charge ↓, ↑, P, P	21
Head Stomp	charge ↓, ↑, K, P	42
Levitation	↓, ↙, ←, KKK (air only)	-
Teleport	→, ↓, ↘, P or K	

Best Combos

F, ↘, Sh, F, Scissors Kick (←, ↙, ↓, ↘, →, Fd)	41	5 hits
J, crouching F, Psycho Crusher (↓, ↘, →, PP)	64	9 hits

Super Combos

Psycho Crusher	↓, ↘, →, PP	42
Scissor-Kick Nightmare	↓, ↘, →, KK	50

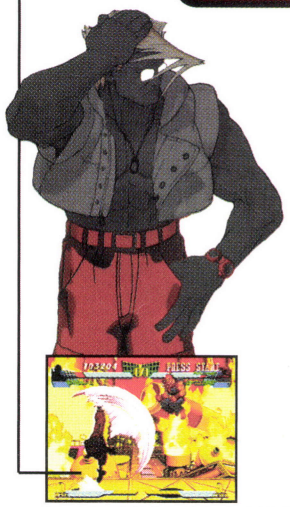
Launcher

F

A somewhat difficult character to use, you need to really practice with Bison to get the most out of him. Use his **Scissors Kick** (←, ↙, ↓, ↘, →,K) while jumping over missile attacks to take the opponent by surprise. Jump around, use the **Head Stomp (charge ↓, ↑, K, P)** and **Psycho Palm (charge ↓, ↑, P, P)** to keep your opponent on his/her toes, and **Teleport** (→, ↓, ↘, P or K) to avoid his/her Super Combos. Use the **Psycho Crusher** (↓, ↘, →, PP) whenever you fill your Super Combo Meter.

Use Bison's Psycho Crusher whenever you have the energy for it, especially before landing from a jump to take opponents by surprise.

SHADOW



This is Charlie, from Street Fighter Alpha, after being corrupted by Bison. He plays pretty much the same as he did there, with some new vs. powerhouse moves thrown in for good measure. Constantly keep the pressure on your opponent by throwing **Sonic Blades (charge ←, →, P)**, then follow them in to attack your opponent from the air or the ground. If you want to play defensively, charge the **Flash Kick (charge ↓, ↑, K)** and be ready for jump-in attacks. By holding 1 on the joypad, you can charge the Sonic Blade and the Flash Kick at the same time, simply by completing the second two motions of whichever move you want to activate. Use the **Blade Slice (↑, ↘, →, K)** for defense while jumping, you can also use it to hit while jumping in on an opponent. The **Cross Shadow Blitz (↓, ↘, →, KK)** is his most useful Super Combo—it comes out quickly, hits from a pretty good distance and does heavy damage.

Don't get into a fireball fight using Shadow's Sonic Blades or you'll lose every time. Instead use them to set up a couple quick-hit combos.

Super Moves — Shadow

NAME	MOVE	DAMAGE
Sonic Blade	charge ←, →, P	15
Flash Kick	charge ↓, ↑, K	23
Blade Slice	↑, ↘, →, K (air only)	21

Best Combos

Crouching Sh, crouching Fd, ↑, K (Flash Kick)	16	3 hits
Crouching Fd, ↑, J, Sh, St, F, Blade Slice (↑, ↘, →, K)	33	6 hits

Super Combos

Shadow Break	↓, ↘, →, PP	34D
Shadow Justice	↓, ↙, ←, KK	35D
Cross Shadow Blitz	↓, ↘, →, KK	46D
Final Mission	charge ←, →, ←, →, PP	55D

Launcher

Crouching F

CHUN LI

Super Moves — Chun-Li

NAME	MOVE	DAMAGE
Vertical Spin	→, ↓, ↘, K	24
Mini-Kikosho	←, ↙, ↓, ↘, →, P	14
Kikoken	charge ←, →, P	10
Lightning Kicks	tap K rapidly	19
Head Stomp	↓ + Fd while jumping	6

Best Combos

J, St, F, Lightning Kicks (↓, ↘, →, KK, tap K)	53	22 hits
Jump, Air Dash (→, →), Lightning Kick (tap R)	30	10 hits

Super Combos

Lightning Kicks	↓, ↘, →, KK (tap K)	45
Hazan Tenkyo Zaku	→, ↓, ↘, KK	53

Launcher

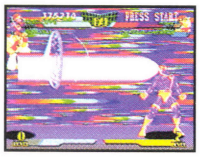
R

Use her Wall Jump, Triple Air Jump and Air Dash to avoid your opponent's attacks and drop in on him/her when he/she least expects it, then hammer him/her with her **Head Stomp (↓ + F while jumping)**, or a Jumping Kick comboing into a **Lightning Kick (tap K)**. If your opponent meets you in the air, throw him/her or use a Lightning Kick to knock him/her down.

Chun-Li is a refined character in avoiding enemies' attacks with her off-the-wall, and triple-air jumps

CYCLOPS

Whittle your opponent down with the **Optic Blast (↓, ↙, ←, P)**, and nail him/her with **Gene Splice (→, ↓, ↙, P)** if he/she tries to jump in and attack. When you see an opening, dart in and unleash a combo. Cyclops can jump again while in the air, so use that ability to get clear of powerful Super Moves and Super Combos when jumping toward your opponent. Use Cyclops' C Punch to fire quick blasts, then follow them immediately with an Optic Blast for maximum harassment. If you see your foe start to throw a missile attack, use the **Mega Optic Blast (↓, ↙, →, PP)** to cancel his/her attack and hit him/her for some heavy damage at the same time. The closer you are to your opponent, the more damage the Mega Optic Blast will do. It's also great for nailing someone after you've blocked an up-close attack.



Cyclops optic blasts are the fastest projectiles in the game. Use his standing Fierce to set up an unexpected strong Optic Blast.

Super Moves — Cyclops

NAME	MOVE	DAMAGE
Optic Blast	↓, ↙, ←, P	13
Optic Sweep	→, ↙, ↓, P	14
Gene Splice	→, ↓, ↙, P (tap P)	24
Sweep Kick	↓, ↗, →, K	28
Rushing Grab	charge ←, →, K	27
Combo Punch	charge ←, →, P (tap P)	33

Best Combos

J, Sh, F, Sweep Kick (↓, ↗, →, K)	34	5 hits
J, R, Optic Array (→, ↙, ↓, ↗, →, PP)	50	9 hits

Super Combos

Mega Optic Blast	↓, ↙, →, PP	45
Optic Array	→, ↙, ↓, ↗, →, PP	35

Launcher

B

DAN

Super Moves — Dan

NAME	MOVE	DAMAGE
Gadoken	↓, ↙, →, P	15
Kouryuken	→, ↓, ↙, P	23
Autograph	←, ↗, ↓, ↙, →, K	4
Tornado Kick	↓, ↗, ←, K	22
Rolling Taunt	↓, ↙, →, select or ↓, ↗, ←	-

Best Combos

J, Sh, F, F	35	4 hits
J, St, ↑, J, Sh, St, F, F	38	7 hits

Super Combos

Kouryuu Gadoken	↓, ↙, →, PP	49
Kouryuu Reppa	↓, ↙, →, KK	40
Hissho Murai Ken	↓, ↗, ←, KK	49

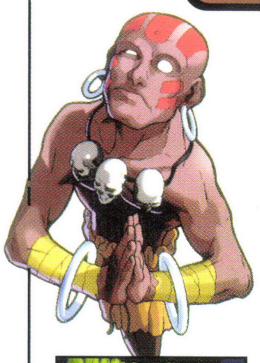
Launcher

St

A joke character who requires an extreme amount of skill to win with. He doesn't have any strengths, so you've basically got to hope your opponent makes mistakes you can take advantage of. The **Tornado Kick (↓, ↗, ←, K)** is really his only offensive weapon, and the **Kouryuken (→, ↓, ↙, P)** provides some defense against opponents jumping in. When you've got a Super Combo level ready to go, use the **Kouryuu Gadoken (↓, ↙, →, PP)** after getting close to your opponent. Don't use the **Otoko-Michi (C, D, ←, A, A)** unless your opponent has only a tiny amount of life left (less than 20 points), and you're right on top of him/her, as it leaves Dan with practically no life.

Avoid using Dan's Otoko-Michi unless your opponent has only a tiny amount of life left and you're in relative close range.

DHALSIM



Primarily a defensive character, Dhalsim lacks the combos to be used well offensively. Hang back and hammer your opponent with his long-reaching attacks, then nail him/her with a **Yoga Blast (→, ↙, ↓, ↗, ←, F)** as he/she tries to jump in on you. If your opponent is close and throws a missile, use **Dhalsim's Sliding Attacks (↓ + K)** to go underneath and attack. When jumping in, use the **Yoga Drill (↓ + K)** or **Yoga Mummy (↓ + C)**. For Super Combos, use the **Yoga Inferno (↓, ↙, →, PP)**. You can aim it with the joypad to take out jumping opponents, or just leave it alone to hit an opponent on the ground.

Dhalsim returns as a defensive fighter. Use his long-range Yoga Flame not only as a counter attack, but to keep opponents away.

Super Moves — Dhalsim

NAME	MOVE	DAMAGE
Yoga Fire	↓, ↙, →, P	17
Yoga Flame	←, ↗, ↓, ↙, →, P	19
Yoga Blast	→, ↙, ↓, ↗, ←, K	17
Yoga Mummy	↓+F (air only)	9
Levitation	↓, ↗, ←, KKK (air only)	-
Teleport	←, ↓, ↗, PPP or KKK	-

Best Combos

St, ↑, J, Sh, F	13	4 hits
Yoga Fire (↓, ↙, →, J), F as Yoga Fire hits opponent	28	2 hits

Super Combos

Yoga Inferno	↓, ↙, →, PP	45
Yoga Strike	↓, ↙, →, KK	48

Launcher

B

HULK

Super Moves — **Hulk**

NAME	MOVE	DAMAGE
Ground Wave	↓, ↙, ←, P	25
Spinning Throw	→, ↘, ↓, ↙, ←, P (close)	30
Gamma Charge (horiz)	charge ←, →, K, any direction, K	40
Gamma Charge (vert)	charge ↓, ↑, K, any direction, K	34

Best Combos

Jumping R, J, F		38 3 hits
↓F, Gamma Charge (charge ↓, ↑, K)		39 3 hits

Super Combos

Gamma Wave	↓, ↙, ←, PP	66
Gamma Crush	↓, ↘, →, PP (aim with ← + →)	40

Launchers

Rh or Crouching F

Get in close and do some damage! Hulk can ignore single-hit attacks, allowing him to attack through an opponent's attack, which makes him hard to stop once he gets in close. Jumping in on your opponent works better than dashing, and don't forget you can hit from a distance with the **Ground Wave** (↓, ↙, ←, P) if your opponent tries to keep out of reach. Once you get in close, start a combo, your opponent will have to hit Hulk twice before he/she can stop it. Use the **Spinning Throw** (→, ↘, ↓, ↙, ←, P) when you're right on top of your opponent. Use the **Gamma Wave Super Combo** (↓, ↙, ←, PP) when you've got the energy for it. Use it when your opponent is right on top of you, he/she will take more damage.

Jumping in on your opponent works better than dashing when playing as Hulk, but you can still attack from a distance with his Ground Wave.

KEN

Because of his weak **Hadouken** (↓, ↙, →, P) attacks, Ken can't keep opponents at a distance as well as Ryu, so he's got no choice but to get in close and combo. Use his **Shoryuken** (→, ↓, ↘, P) to take out jumpers, or to punish an opponent who misses an attack; it's got a terrific range, so you can often surprise opponents with it. For a Super Combo, use **Shoryu Reppa** (↓, ↘, →, PP) because of its reach.

If you can get close enough to an opponent with your meter maxed, use Ken's Shinryuken while tapping K for devastating damage.

Super Moves — **Ken**

NAME	MOVE	DAMAGE
Hadouken	↓, ↙, →, P	15
Shoryuken	→, ↓, ↘, P	26
Tatsumaki Senpyu Kyaku	↓, ↙, ←, K	25

Best Combos

J, St, F, Shoryu Reppa (↓, ↘, →, PP)	60	24 hits

Super Combos

Shoryu Reppa	↓, ↘, →, PP	40
Shinryuken	↓, ↘, →, KK	58
Shippu-Jinrai-Kyaku	↓, ↙, ←, KK	48

Launcher

Crouching F

OMEGA RED

Super Moves — **Omega Red**

NAME	MOVE	DAMAGE
Carbonadium Coil	↓, ↙, →, P (K in air) (tap P or K)	15
Omega Strike	↓, ↙, →, K (B+K to cancel)	21
Coil Slam	any direction +P after Coil	18

Best Combos

J, crouching St, F, Omega Strike (↓, ↘, →, Sh)	45	4 hits
Jumping F, Sh, F, R, Omega Strike (↓,↘,→,Sh)	40	5 hits

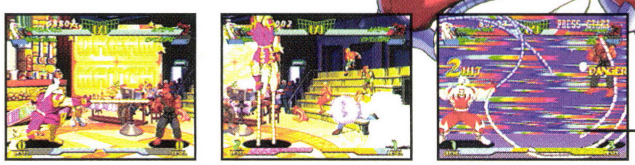
Super Combos

Omega Destroyer	↓, ↘, →, PP	59
Carbonadium Smash	↓, ↘, →, PP (only while in air)	29

Launcher

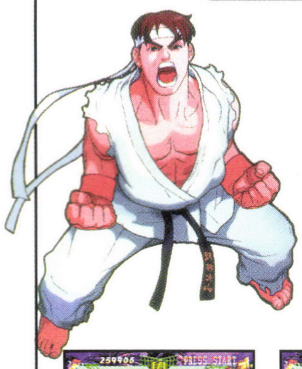
B

Best used at a medium distance from your opponent, Omega Red has decent reach with his F, Rh and Super Moves to take advantage of this. Try to hit your opponent with a **Carbonadium Coil** (↓, ↙, →, tap P) if he/she misses an attack, or if he/she launches a missile. Once you've grabbed him/her, his/her missile will pass through Omega Red harmlessly. Use the **Omega Destroyer** (↓, ↙, →, PP) when your opponent has left a clear opening, or he/she will just block it.



Like Dhalsim, Omega Red has excellent attack range but is relatively slow and ineffective in close combat.

RYU



Use the Hadouken (↓, ↘, →, P) to keep opponents at a distance, then nail him/her with a Shoryuken (→, ↓, ↘, P) when he/she try to jump in. It's an old tactic, but it still works. Once you've got some Super Levels built up, try to get close and activate the Shinkuu Hurricane (↓, ↙, ←, KK) for maximum damage. If your opponent launches a missile while you've got super levels, nail him/her with the Shinkuu Hadouken (↓, ↘, →, PP), it'll cancel the incoming attack and damage your opponent.

Try to sucker possible fireballers with Ryu's Shinkuu Hakouken Super Combo. If done right it will nail them before they can recover.

Super Moves — Ryu

NAME	MOVE	DAMAGE
Hadouken	↓, ↘, →, P	15
Shoryuken	→, ↓, ↘, P	21
Tatsumaki Senpyu Kyaku	↓, ↙, ←, K	29

Best Combos

J, St, F, Hadouken (↓, ↘, →, P)	36	4 hits
Jumping R, crouching Fd, ↖, J, St, Shinkuu Hadouken	56	20 hits

Super Combos

Shinkuu Hadouken	↓, ↘, →, PP	45
Shin Shoryuken	→, ↓, ↘, PP	44
Shinkuu Hurricane	↓, ↙, ←, KK	48

Launcher

Crouching F

SHUMA GORATH

Super Moves — Shuma Gorath

NAME	MOVE	DAMAGE
Devitalization	→, ↘, ↓, ↙, ←, K	20
Mystic Stare	charge ←, →, P	36
Mystic Smash	charge ←, →, K	16
Regeneration	← or →, Fd or Rh	15

Best Combos

Jumping R, Fd, ↑, J, St, Fd	26	6 hits
Jumping R, crouching J, crouching R	25	3 hits

Super Combos

The Spawning	↓, ↘, →, KK	-
Chaos Dimension	←, ↙, ↓, ↘, →, PP (3 SC levels), P	63

Launcher

F

Shuma Gorath is very difficult to use, due to his poor combo abilities. Concentrate on hitting your opponent with his long-reaching attacks, then throwing him/her with Regeneration (←, or →, F or R) when he/she gets close. His Mystic Stare is very useful, both for the damage it does and the combo potential it gives you. Try to hit your victim with F as the eyes explode to really rack up the hits and damage. While charging a Mystic Stare, if your opponent advances or jumps, try to hit him/her with a Mystic Smash (charge ←, →, K). Don't waste your Super Meter on anything except the Chaos Dimension, and try to activate it when right next to your opponent to ensure you can catch him/her.

While Charging up Shuma Gorath's Mystic Stare, if your enemy advances or jumps, try to nail him/her with a Mystic Smash instead.

WOLVERINE

Best used up close, Wolverine has the speed to get on top of any opponent who tries to keep him at a distance. Jump in or dash toward your opponent when you see an opening. Try to tag a **Berserker Barrage** (↓, ↘, →, P, tap P) or **Tornado Claw** (→, ↓, ↘, P) onto the end of any string of moves you get going. Above all else, keep attacking!

Wolverine has some of the easiest Air Rave combos in the game. Launch your opponent with Rh, then jump and hit J, Sh, St, Fd and F.

Super Moves — Wolverine

NAME	MOVE	DAMAGE
Berserker Barrage	↓, ↘, →, P (tap P)	28
Tornado Claw	→, ↓, ↘, P	22
Drill Claw	St+Sh+any direction	21
Head Stomp	↓+R while in air	8

Best Combos

J, St, crouching F, Berserker Barrage, Berserker Barrage X	69	26 hits
R, ↑, J, Sh, St, Fd, F	25	6 hits

Super Combos

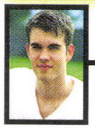
Weapon X	→, ↓, ↘, PP	54
Fatal Claw	→, ↓, ↘, KK	42
Berserker Rage	↓, ↙, ←, PP	-
Berserker Barrage X	↓, ↘, →, PP	45

Launcher

Standing R

Full Walk-through with Master Tactics

syphon filter



XG Strategy
by Jim Mazurek

Hot on the heels of Metal Gear Solid, you knew it wouldn't be long before we started to see a whole slew of counter-terrorism games show up in the gaming market. Syphon Filter is the first of these games to be dubbed an MGS clone, although it doesn't really resemble Metal Gear Solid at all. Instead of sneaking around and choking your enemies in a seemingly unexplored and utterly creepy environment, you're instantly dropped into a firefight on the city streets with guns blazin'. (The first level of the game reminds me of the now infamous bank shoot-out scene from the movie *Heat*.)

Syphon Filter offers some of the most intense action I've seen from a PlayStation game in a long time. What it seems to forget however, is to keep any noticeable "style" running through it. I couldn't get over how funny the voice acting was. Gabe sounds like a wicked cross between Clint Eastwood and Bruce Campbell, while the 65-year-old Phagan sounds like a kid fresh out of high school.

Database

time to complete	15-20 hours
difficulty	moderate
best feature	auto-lock
bonus tip	fire is bad news
ending?	a letdown
bonus helper	Dave Malec
system	PlayStation
publisher	989 Studios
developer	Eidetic

Read Me First...

How many times have you played a game and said, "If only I knew what I needed then." This happened to me in Syphon FIlter, and therefore forced me into making this section. Some are tips, some are pointers, but all are useful.

• Manual reload

Never let your weapon run dry on its own. Commonly overlooked by novice players, manual reloading saves you from running dry in a firefight. I've got it to the point where it's almost second nature. Every time I enter a battle (big or small), I take small "ammo breaks" to refill my weapon. You'll suffer from a huge reload delay, incur unwanted damage and probably end up letting your target get away.

• Why you shouldn't roll

Although it was thrown in as an "avoidance technique," rolling really isn't too helpful. While it may look cool in the movies, it sure don't work in video games (or this one at least).

• Parameters/Objectives?

It helps to differentiate the fine line between parameters and objectives, so here's the scoop. Parameters are often enforced on a level as guidelines, things you usually shouldn't veer away from. A good example is on the first level: You can't kill any CDBC agents without failing the mission. Objectives are things that you must complete, while still abiding by the parameters. To use the same example, you should complete Level One by eliminating all of Rhoemer's guards without killing any CDBC Agents.

• The useful Danger Meter

The Danger Meter is one of the most useful extras in this game. Keep your eyes tuned to the danger meter, and you'll often see you are in danger before you even see any enemies around. As the meter climbs higher, the percentage you can be hit by enemy fire increases. If it ever hits the top, this means you are "in the sights" of your opponent and you better start moving. Just remember that as the meter climbs higher, you better start looking for shelter.

• Ultra quick Weapon Select

This is more of an overlooked tip than a strategy, but don't neglect it. If you are in a heated battle, you can quickly select from your entire group of weaponry by holding Select, and pressing R1 or L1. Kinda nice if you don't want to page through all your weapons.

• Useful 180-degree turnaround

Here's another little tip that can make all the difference if used correctly. To do a 180-degree spin (useful when a Magic Guard pops up right behind you), quickly tap Down once.

• Mysterious Action button

In the very early levels of the game, you'll often be frustrated by what seem like dead ends or impassable ruins. All you really need to know is the Action button (△), and where to stand to make something happen. A good example is the window you need to crawl through in Level 1: Georgia Streets. You can blow the glass out, and easily pass it up without as much as a second glance. Then, you realize all you had to do was stand by the window and press △ to climb right out. When this type of situation comes up, or even if you think there might be a slight chance, always use the Action button.

• Enemy/Boss strategies

After seeing all of the enemies/Bosses in the game, I found that a few general strategies work for almost all of them (whether this is a good thing or not is up to you to decide). While the Commando Rush technique works well in a few of the early stages, perfect your Head Shot technique as early as you can. You don't need to use it on non-Flak Jacketed enemies, but you should start implementing it anyway. Seriously, if you take one thing from this entire 12- page strategy guide, take this technique. It is the key to completing the game.

Quick Reference Weapon Chart

Curious about the weaponry and items in certain levels? When and where do I get them? Use the chart below as your guide.

WEAPONS	LEVEL 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
9mm Silenced	✸	✸	✸	✸	✸	✸	✸	✸	✸	✸	✸	✸	✸	✸	✸	✸	✸	✸	✸	✸
.45 Handgun				✸								✸	✸					✸		
G-18 Machine Gun				✸		✸	✸					✸	✸				✸	✸		
BIZ-2 Machine Gun															✸	✸	✸	✸	✸	✸
HK-5 Pistol Machine						✸														
Shotgun	✸	✸	✸	✸								✸			✸			✸		
Combat Shotgun						✸	✸	✸	✸				✸		✸	✸	✸			✸
PK-102						✸	✸	✸	✸	✸		✸	✸		✸	✸	✸	✸	✸	✸
M-16A2	✸	✸	✸	✸	✸															
Sniper Rifle	✸	✸	✸	✸	✸	✸	✸	✸	✸	✸	✸	✸	✸	✸	✸	✸	✸	✸	✸	✸
Nightvision Rifle				✸		✸		✸	✸										✸	
Taser	✸	✸	✸	✸	✸	✸	✸	✸	✸	✸	✸	✸	✸	✸	✸	✸	✸	✸	✸	✸
Grenades	✸			✸					✸						✸	✸				
Gas Grenades						✸		✸	✸			✸	✸					✸		✸
C4 Explosives		✸																		
M-79 GL	✸											✸			✸	✸	✸			
K3G4							✸					✸	✸	✸				✸		✸

LEVEL 13: GEORGIA STREET

DIFFICULTY: EASY

1 Clear out the bank
After you're dropped into the firefight, turn directly around and run through the red alleyway. There will be gunners shooting at you from the rooftops, but just focus on running to the bank as quickly as you can. Get to the bank entrance, and kill all the thugs there. Don't miss the **Grenades** in the back room...

2 Eliminate Kravitch/destroy comms equipment
Work your way to the back of the bar, and you'll see Kravitch behind the cabinets. You'll waste too much ammo from long range, and it's very hard to get a clear shot with the **Sniper Rifle**. The best strategy is to rush in with your **M-16** and burst out a few clips at point-blank range. His **Flak Jacket** absorb about 15-20 shots before he dies. Take out the comms equipment right next to Kravitch to complete the objective.

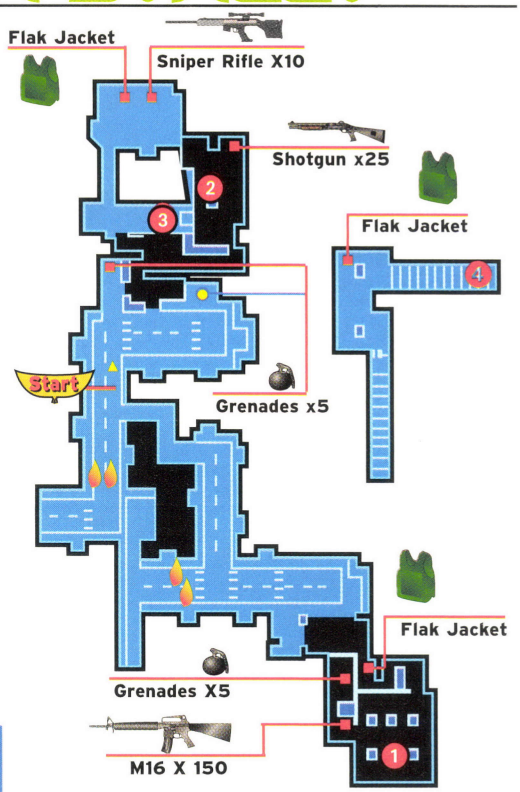
3 Flip da power switch
On the way out of the bar, jump out the window (Ⓐ button) and get to the end of the alley. Flip the switch there, and ride the elevator down. Equip your flashlight with the quick select (hold Select and use R1 to move through your inventory), and hit the power switch on the wall. This will unlock the subway access, and allow you to go to the next map.

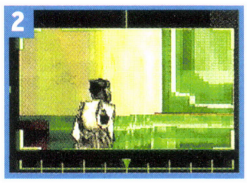
4 Enter the subway
Enter through the ramp, proceed through the barred doors.

5 Tag the Virus Bomb
Once you've entered the upper terminal, run for the Virus Bomb that is on the left wall near the tracks. Tag it (Ⓐ button), and you've completed the objective.

6 Head down the elevator
Enter the side door, and flip the switch on the wall to bring up the elevator (you might need to equip your flashlight to find it). Head down to the lower level of the subway.

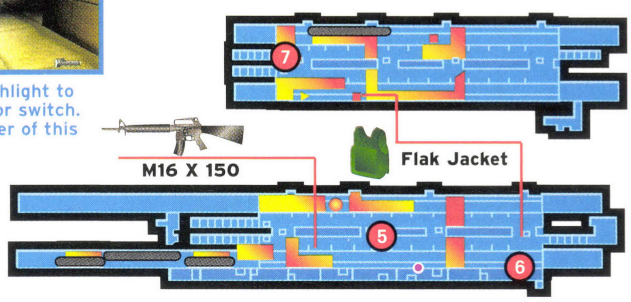
7 Tag the last bomb
The final objective of the level is completed when you tag the last Virus Bomb at the end of the hall. If only it were a Virus Bomb...





You can try the Sniper Rifle if you want, although I like to use the "Commando Rush" technique.

Equip your flashlight to find the elevator switch. It's in the corner of this small room.



LEVEL 13: DESTROYED SUBWAY

DIFFICULTY: EASY

(Note: Please avoid the fire at all costs. It's instant death if you touch it or even get near it.

1 Burning man
Right after you take the first hop around the train car, a burning thug will approach you. As long as you stay parallel to the front of the traincar, he won't ignite you. Let him smolder out before you pass.

2 Easily overlooked
Hop onto the train here. You can use it to get past the flames that guard your path.

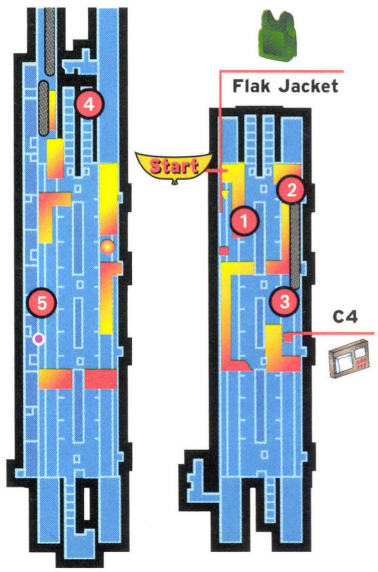
3 Grab the C4!
Believe it or not, the C4 is actually on the subway track. Arm your flashlight after killing the three guards, and search along the base of the wall until you locate it.

4 Blow open the passage
Plant the C4 here, but be warned! You only have four seconds to get out of there before it blows up. Turn around quickly and run backward...

5 Turn off the gas valve
By doing this, you'll clear out the upper right-hand tunnel in the upper terminal. You can then proceed through it. Kill the remaining guards and complete the level.

Don't even bother wasting ammo here. Let him smolder out...

The gas valve is hidden in darkness, so use your flashlight.



GENERAL STRATEGIES

•Auto-Lock
Probably the most useful tactic in the game, the auto-lock is your key to success in Syphon Filter. By holding R1, you can lock onto the nearest enemy with your current weapon (this works for all weapons in the game). Once locked, you can strafe, roll or simply run away from your enemy as you fire off rounds. There are a few key things to note:
Prone position: By kneeling, you considerably raise your accuracy by steadying your shot. Remember this if you're shooting at an enemy who's more than 50 meters away.
Shooting angles: When you lock onto someone and run all around real crazy-like, your chance of hitting him won't be so good. You could easily spend twice the ammo necessary to kill one enemy by doing this, so try to avoid it.

•Magic guards
One of the most frustrating things in a game where sneaking around is your best tactic is that guards have the ability to "magically teleport" anywhere on the map. It happens spontaneously, and usually where you'll least expect it. The only strategy to deal with these guys is to go full-auto in their face. A little stiff, but no second thought from Gabriel Logan.

•Not so magic radar
Going hand in hand with the above tip, don't fully trust your radar. Quite often, enemies will not appear on your radar until it's too late, defeating the purpose of radar in the first place.

•Flak Jacket enemies
Whenever you target an enemy and see "Flak Jacket" come up, try for a head shot. You'll end up spending way too much ammo if you don't. Pick up his Flak Jacket for yourself with a one-fourth armor upgrade!

•Weapon/Item management
Use your Taser when ammo's getting tight, and always use your wimpy weapons up first. Mini-Bosses or certain guards often require a lot of heavy firepower to defeat. Always make sure to use the ammo that your enemies are armed with.

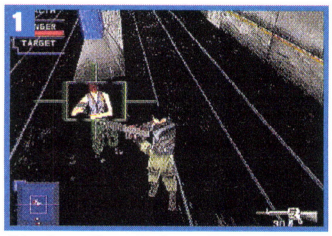
•The important head shot
As gruesome as it sounds, killing enemies with a head shot is the best way to go. In later levels, almost all the enemies will have Flak Jackets, making it near impossible to successfully kill anyone with a commando rush. Sniping with the manual aim is key, even without the Sniper Rifle. I actually prefer to use guns like the BIZ-2 or the PK-102. This technique is not one that comes easily though, and you'll most likely have to invest many hours before feeling confident enough to storm in a room and kill a bunch of baddies with head shots.

LEVEL 3: MAIN SUBWAY LINE

DIFFICULTY: EASY

1 Catching Aramov

There is only one objective in this level, but it is a difficult one. You must catch up to Aramov by chasing her through the subway and eventually kill her. There will be trains whizzing by you (alternating from left to right), so make sure to stay on the correct side of the subway at all times. Aramov will take quite a beating from long range, so don't plan on beating her from a distance. I preferred to close in as quickly as I could, then equip the **M-16** and let a few clips zing out in her direction. This usually does the trick. Be warned that she's armed with a **.45 handgun** that will make quick work of your body armor.



Closing the distance by rushing Aramov is the best technique. Kill the guards quickly and efficiently when chasing her. The **M-16** is especially useful here...

LEVEL 4: WASHINGTON PARK

DIFFICULTY: HARD

(Note: There is a 20-minute time limit to complete this level. Don't let it bother you.)

1 Tag the Viral Bombs

There are a total four Viral Bombs set throughout this sprawling park. Remember that each one you tag is a checkpoint (therefore allowing you to continue from that exact point if you die), so try to kill all the enemies in that area before proceeding to the next bomb. **You'll want to place yourself behind the bombs after you tag them**, and make sure to have a powerful weapon equipped (I used the .45) when it's time to protect the CDBC agents.

2 Hostage situation

After tagging the last bomb, head to the tennis courts and get your Night Vision Rifle ready. You'll see a guard with a .45 pointed at two CDBC agents. You can only complete this objective with a head shot, so make sure you're right on.

3 Comms array

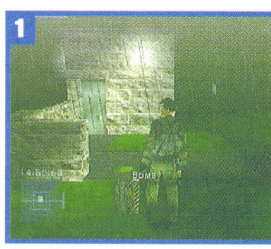
Turn the corner up ahead, and proceed to the small guarded building in the center of the next area. There are four guards here. Get to the roof and activate the Comms Array to complete this objective.

4 The Hedge Maze

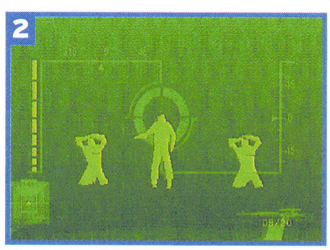
The objective here is to find and kill Marcos before heading to the memorial. He'll try to run, but you should be able to kill him before he gets the chance.

5 Enter the Memorial

Unfortunately, it won't be an easy entry. You'll be greeted by four guards who are all heavily armed. One of them will charge out at you with an **M-16**, while the others stay back and snipe away. I found it's best to use the **M-79**...



The Viral Bombs aren't hidden. You'll see a blinking dot on your radar when you are near.



Having problems with the hostage situation? No problem. Use the zoom on the Night Vision Rifle!

Marcos is a real fairy. He'll try to run away, but a few well-placed .45 shots will kill him.

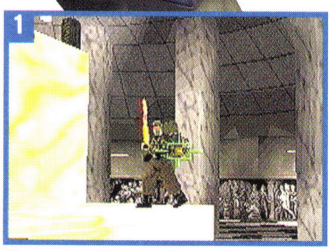
If you don't have the M-79 handy, use the pillars as your shelter. Strafe 'n' shoot!

LEVEL 5: FREEDOM MEMORIAL

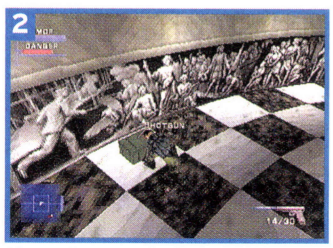
DIFFICULTY: TRICKY

1 Take Out Girdieux

It's Gabe vs. Girdieux, with the latter wielding a set of full plate mail and a flamethrower. There is only one technique that works, and you've probably guessed it already. **Shoot him in the ol' fuel tank.** Unlike "real-life" situations though, Girdieux has an armor-plated fuel tank, so it will take several shots to break through it (**20** to be exact). Someone should have told him that full body armor doesn't do you much good when you strap a fuel tank to your back...



Use your silenced 9mm. This way, there is no irritating "screen zoom" where you'll lose track of what's going on.



If you do run out of ammo, there are several boxes placed throughout the room. Look for a Shotgun, an M-16 and even a Flak Jacket.

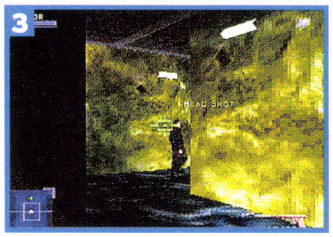
The AI on this fool isn't too keen, so take advantage of his stupidity by sneaking up on him like this. It's daring, baby!

LEVEL 6: EXPO RECEPTION

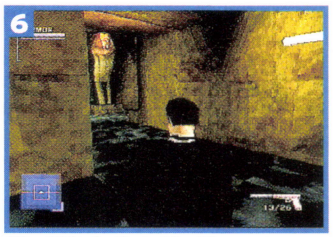
DIFFICULTY: AVG.

(Note: The whole first half of this level requires the use of stealth. If you're detected at any time, the mission is over. Don't try to kill guards when they are near one another, this will usually set off the alarm. Wait until they have enough spacing between them to take one out. It's all about the placement of your character when dealing with these guards. If you are in the correct place, you'll usually kill the guard on the first try. Don't worry about Phagan getting too far ahead. Just focus on taking out the guards with clean shots. Also, make sure that you only use silenced weapons [9mm, Sniper Rifle[so you don't alert anyone.)

The first guard can be taken out from the upper right-hand ledge.



Guard number three can be taken out before he passes onward.



The "Magic Guard" will appear here. Get set before he does...

1 Guard #1
Climb up onto the little ledge to the right of your start position. From here, you can wait until the first guard walks into your observatory range. One head shot, and it's over.

2 Guard #2
From this same location, you can peek around the corner (R1+R2) and snipe the second guard. He'll be looking the other way, so don't worry about him seeing your head stick out.

3 Guard #3
As you walk around the corner, go into manual aim and get a head shot on this guy before he heads to the next room. You'll have about two seconds to do it, so acquire your target and shoot. Don't second guess yourself.

4 Guard #4
This guy is the easiest of the bunch, just standing there like a buffoon. Approach him from the west side of the room, behind one of the stone pillars.

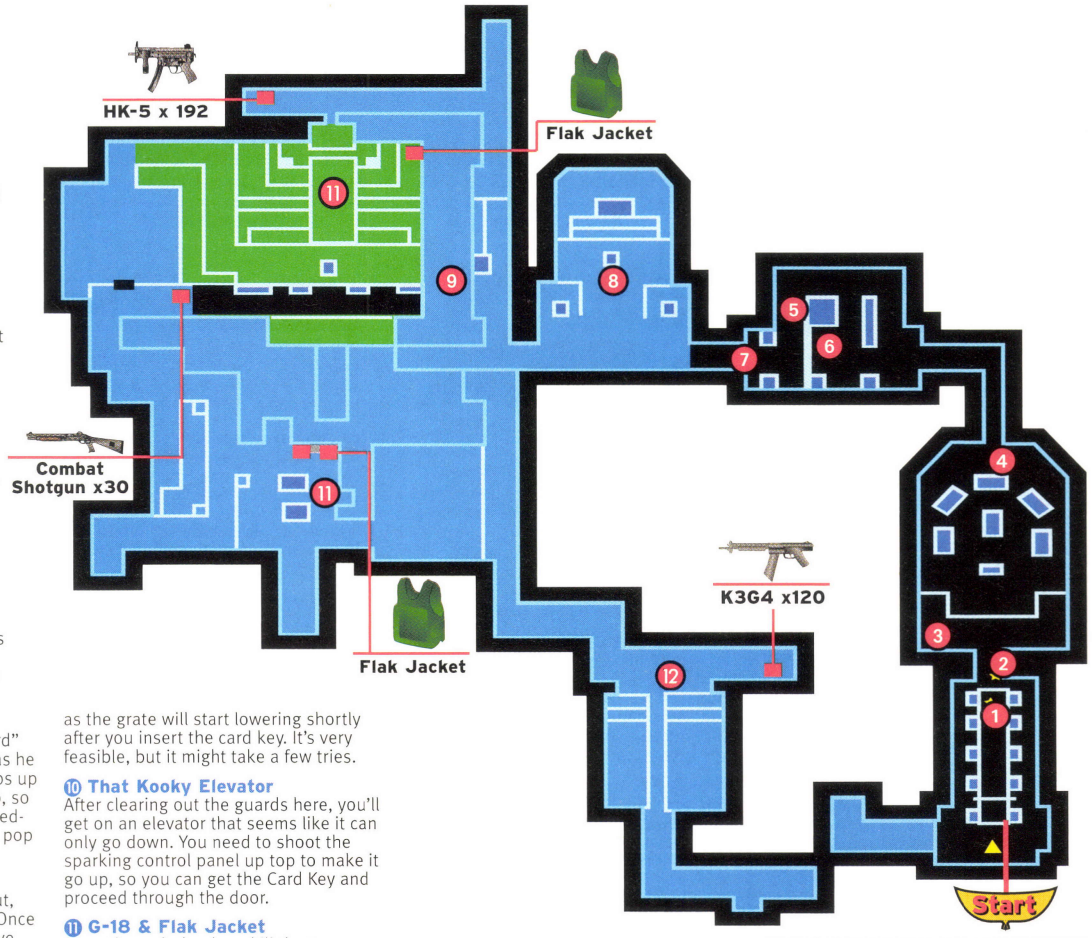
5 Guard #5
This guy will trace a path through the center room until you kill him. It's easily done, so don't get nervous if you see him wandering around. Hide behind the second pillar to the right, and snipe him with the 9mm.

6 Guard #6
This guy is what I call a "Magic Guard" (you'll see what I'm talking about), as he just appears out of nowhere. He pops up where icon #6 is located on the map, so steer clear of that area before proceeding through. Once he's on the radar, pop 'em in the head for an easy kill.

7 Guard #7
The last guard you'll have to take out, this can be the trickiest one to get. Once you round that last corner, you'll have about 1.5 seconds to acquire his head in your scope and kill him. If you don't, it's back to the beginning for another round of guard sniping.

8 Encounter with Benton
You've found the leak, so now it's time to kill him (Gabe's usual choice of action). This is the easiest Boss in the game with the following technique. After the cinema, run to the west most end of the hall. Hug the wall, and peer out at Benton in Manual-aim Mode. Don't lock onto his head right away. Instead, get your crosshair lined up with his head, but keep it a bit above it until you're ready to shoot (you can take your time and move the crosshair around as much as you'd like, until you lock on his head, he won't move an inch). Once you're ready to shoot, drop your crosshair and pull the trigger simultaneously. *Zurak-combo!* Check his body for the Card Key to open the grate into the next area.

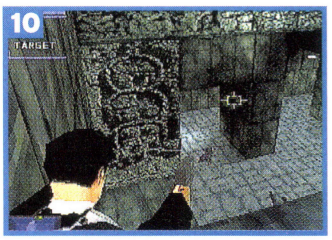
9 Access panel
Run back up the Aztec Temple, and use the Card Key in the access panel up top. Here's the trick: You need to run down to the lower right-hand hallway exit quickly, as the grate will start lowering shortly after you insert the card key. It's very feasible, but it might take a few tries.



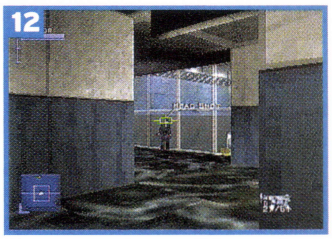
10 That Kooky Elevator
After clearing out the guards here, you'll get on an elevator that seems like it can only go down. You need to shoot the sparking control panel up top to make it go up, so you can get the Card Key and proceed through the door.

11 G-18 & Flak Jacket
Once through the door, kill the two guards inside. Search the lockers to find a full G-18 refill (a truly wonderful weapon) and a Flak Jacket.

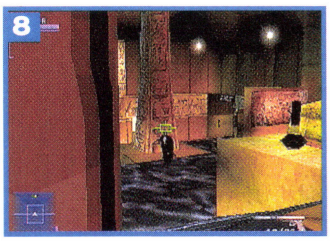
12 The Last Tier of Guards
Kill the last wave of baddies here. Snipe the guy behind the glass before he even gets a chance, then proceed to the Lunar Landing room. "Magic Guards" will appear one after another, so it's best to stay up on the ledge with something to hide behind. They all have Flak Jackets, so it's pointless to try to take them out without head shots.



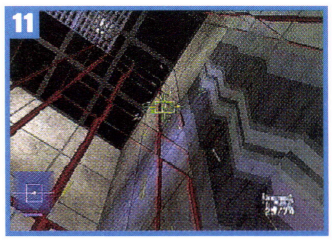
Pick off the guards from high atop the ruins.



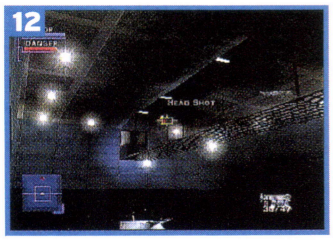
You can sneak up on this guard without him even knowing it.



Snipe Benton before he even gets a chance to shoot! A little lower...



The elusive elevator switch. I wonder if I'm supposed to shoot it...



Head shots galore! Use the peeking technique to its fullest.

LEVEL 7: EXPO DINORAMA

DIFFICULTY: AVG.

1 Clear out the security
There will be four guards who storm the first room shortly after you start moving. Take refuge behind the pillar and use the head shot technique. Don't forget the KG34 or the Flak Jacket in the lockers.

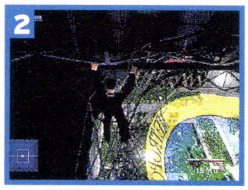
2 Make an entrance
After clearing out the security room, hoist yourself up on the bar in the next room. Work your way over to the middle, and drop down through the glass...

3 The lobby
There will be a lot of guards in here, but the main one is the guard up on the front platform with the G-18. He'll be putting up a lot of flak, and he take a lot as well. The only way to do him in is with a well-placed head shot. Grab the key card and proceed to the Dinosaur exhibit.

4 The trick with Aramov
You can't kill her, and you can't kill Phagan. You can't let her kill Phagan either, so what do you do? The trick is to zoom in on her gun and shoot it out of her hands before she can do anything. You'll have about 10-12 seconds before anything happens, so be quick.

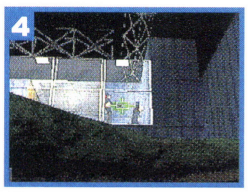
5 The last of the museum
A few more guards will show up, most of which will have Flak Jackets. Use the Dinosaur's leg as shelter against the last few guards. You'll need to climb on the dinosaur's back, and grab the rack up top to make your way over to the ledge.

The first four guards are a joke with this nicely placed pillar.

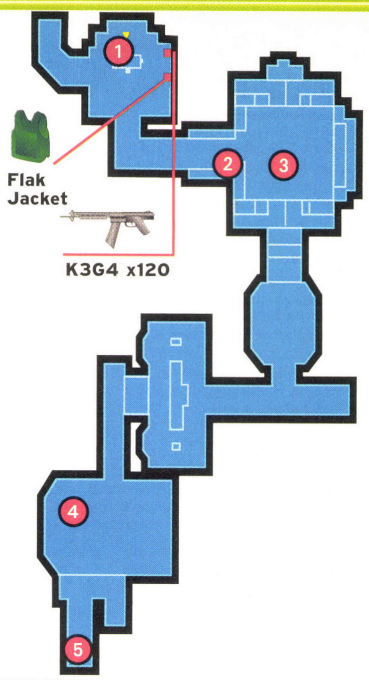


A bit tricky to spot, there is actually a bar you can hoist up to.

This is the best spot to take out the guard with the key card.



You can even use a non-zoom weapon if you're really confident.



LEVEL 8: RHOEMER'S BASE

DIFFICULTY: HARD

(Note: If you are detected in this level, your mission will get very tough. It is still feasible that you can beat the level while the alarm has been tripped, but the number of guards you face will be significantly higher. Spotlights can detect you as well. Make sure to take them out wherever you see them.)

1 Tank #1
Make sure to thoroughly search for spotlights before proceeding forward. If you are constantly tripping the alarm, this is probably why.

2 Tank #2
You can plant your explosives here with little or no difficulty with the guards.

3 Power Plant
This one's easy. There are only two guards, and each can be taken out with a well-placed head shot. Flip the switch on the wall, and head out the way you came in.

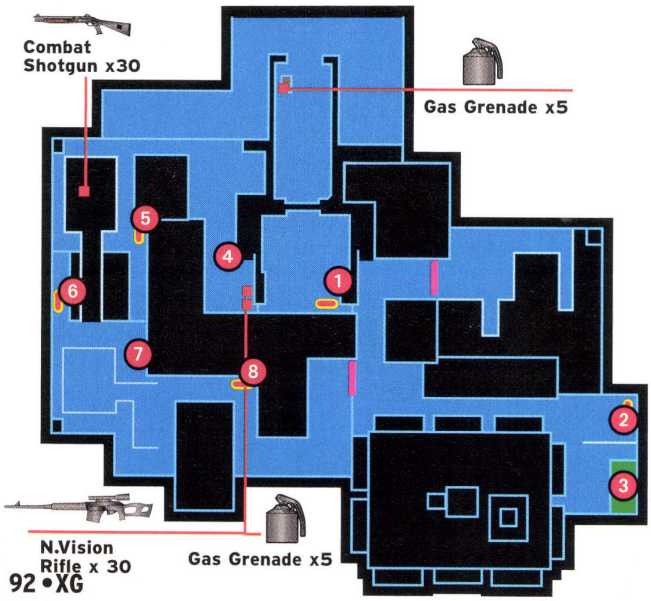
4 Those silly guards...
There are three guards here who need to be disposed of. The stationary guy needs to be picked off after the other two leave. Let them get far enough away so they won't hear the other guard's body fall to the ground. The other two can be taken out with the Sniper Rifle when they turn the corner.

5 Tank #3
The third tank is located on the side of the building here. Kill the two guards up on the tower before setting your charge.

6 Tank #4
This tank is right behind the barrels against the west wall. You'll want to take out the two guards with a Gas Grenade before proceeding to the next area.

7 Eliminate Gabrek
Gabrek will be with two of his guards, but it won't be hard to kill them with this special technique. The trick is to use Gas Grenades on the whole group as one target. Grab his card key and proceed to the next objective.

8 Tank #5
After downing Gabrek's crew, the last Tank should be a breeze. Plant your explosive and move toward the Card Key panel. Exit through both panels and head toward the underground entrance. Once you're through the last few guards, the level is complete.



LEVEL 9: BASE BUNKER

DIFFICULTY: EASY

(Note: There are an awful lot of "Magic Guards" who appear on this level. Be aware of a backdrop that you can fall onto if the action gets too thick.)

1 The laser fences
Make sure to be aware of all the red control panels throughout the level. Each one turns off only one fence, so there are many to find. Also note that each fence is usually guarded by two or three goons, with a few "Magic" ones that pop in later.

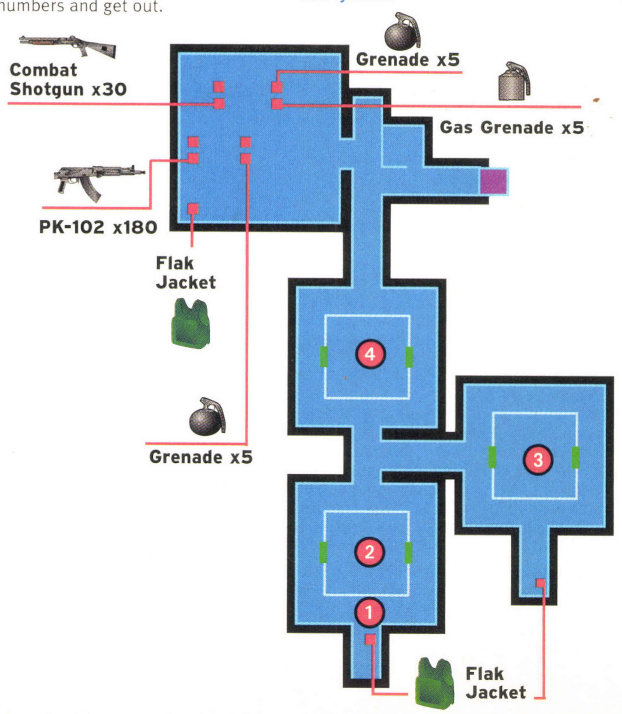
2 Missile Room A
Only one guard in here, and he's not packin' much. No Flak Jacket, so you can use the auto-lock on him with just about any gun to take him out. Catalogue the first two missiles and get out.

3 Missile Room B
Missiles three through six are in this room. No guards inside, but a few will appear after the room has been entered.

4 Missile Room C
The final four missiles are here. Get the serial numbers and get out.

5 General guard strategy
This level has the highest amount of Magic Guards in the entire game. Use the map for spots to hide and retreat to when they pop up.

There are 10 missiles to be catalogued, usually guarded by one or two goons.



LEVEL 10/11: BASE BUNKER ESCAPE

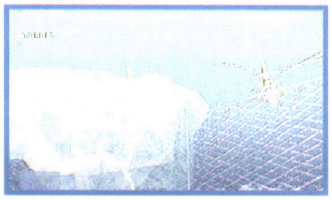
HARD BOSS, EASY LEVEL

(Note: The Base Bunker is actually a Boss battle, and the Escape is a return to the previous level. You'll only need to escape, not even bothering with objectives and crap.)

1 Deactivate the radar station Flip the switch up top, then prepare for the arrival of the helicopter.

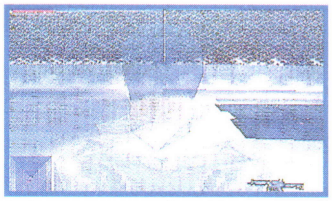
2 Helicopter battle
I'd say that if you kill this helicopter, you're done with the hardest part of the game. Not that he's ridiculously tough or anything, and with these tactics, he's truly a joke. MD-Combo! Here's the breakdown: Keep your back to the center block at all times. What you want to do is always be one step ahead of the chopper and be on the opposite side that he's currently on. Instead of taking it head on (don't be bold, it won't get you anywhere), you'll be hitting it when it flies over your head. It should never hit you once! Repeat this process until he's smoking. He'll go into a "Berserk Mode" where he'll just start firing non-stop minigun rounds after this. The same strategy applies here. He will be dropping enemies periodically, so be aware of your radar at all times. Remember that there are two Flak Jackets on the side of the tower, but use them wisely.

3 Base escape (Note: You'll have three minutes to escape this level)
You'll be returned to Rhoemer's Base after you down the chopper. It will be crawling with guards, most of them without Flak Jackets. You won't have a tough time if you conserve your ammo and only shoot if they are blocking your path. There are no objectives or parameters to follow here. Just get back to the point you originally entered the level. There, you'll be picked up and escorted to the next level.



You'll see sparks when you connect for damage.

When he's "Berserk Mode," he'll drop off some goons for you to kill.



Get your back against the opposite wall that the copter is currently on.

LEVEL 12: RHOEMER'S STRONGHOLD

DIFFICULTY: HARD

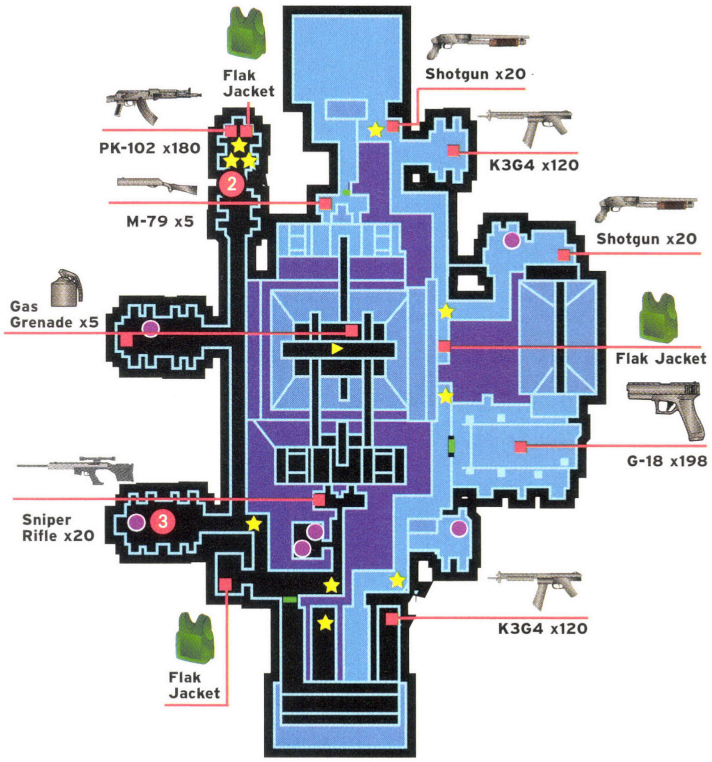
(Note: There are two bonus ways of killing guards in this level. First, there are the chandeliers, which can be shot to fall and crush them. Also, be aware of the Erlenmeyer Flasks on the lab tables. These can be shot to release a poisonous gas cloud.)

1 Enter the Church
Work your way to the right side of the church and finally enter through the window. Once inside, you'll be dealing with different types of guards. They'll look like monks, but don't be confused, they're still enemies. Even the scientists must be eliminated.

2 Eliminate scientists
Once inside the complex, you'll have to kill **10 scientists**. Since they are scattered all over, they are marked on the map to the left for ease.

3 The test subjects
These are also scattered throughout this monster level. There are a total of **six test subjects**, also clearly marked on the map to the left.

4 Quick walk-through
After entering the church from the roof through the window, search the laboratories and take care of all the scientists and test subjects. The last lab with the three scientists has the Card Key in it, so get it and proceed to the first locked door. Get out on the balcony, and check all the rooms. Proceed through the third one, and get the next Card Key from the guard at the end of the hallway. Climb to the second level of the library, and head through the window. Here you'll find the last test subject, and complete the second main objective. Once you find the final scientist, you'll be back outside again. Enter the building in the center and hop on the elevator leading to the catacombs.



Cap off some roundage to get the scientists down on their knees for you.

Make sure you don't let any stray bullets accidentally kill a test subject.

The chandeliers are great to use as "group killers." Who'd have thought?

The main door to enter the outside area. Nab the key card from the guard.

GENERAL STRATEGIES

- **Manual Aim**

Syphon Filter uses a manual aim similar to GoldenEye. When you press L1 you'll be in First-person Mode, and you can move the crosshair to shoot wherever you wish. This mode is useful with the Sniper Rifle, but for most of the other guns, it's pretty useless.

- **Checkpoints**

The checkpoints are your saving grace in this game. Each time a mission objective is successfully completed, a mini save point is created within that level. You will learn to appreciate these as you progress further into the game.

WHY IS SOLID SNAKE TOUGHER THAN GABRIEL LOGAN?

Being such a Metal Gear-head, you knew I had to sneak this in somewhere...

- **Firepower**

While Gabe definitely has a wide variety of weaponry at his disposal, it is by no means to the caliber of Snake's gear. Snake's just got more technology. You can hide from a bullet, but you can't hide from a laser-guided missile.

- **Hand-to-hand combat**

While Snake clearly has no trouble getting down 'n' dirty with his enemies by snapping necks or performing Judo throws, Gabe seems to steer clear of any sort of "personal contact." What's wrong with a little one-two combo?

- **Tactics**

While Snake is busy training with the best strike team in the world (Fox-Hound), Gabe is busy hanging out at the Pentagon talking to the men in black. If it weren't for his assistant Lian Xing (not to be confused with Mei Ling), he'd be a lost cause.

- **It's all in the name**

What kind of special agent has a name like Gabriel Logan anyway? How many people are you going to intimidate with a name like that? "Hello. My name is Gabe. I'm here to kill you."

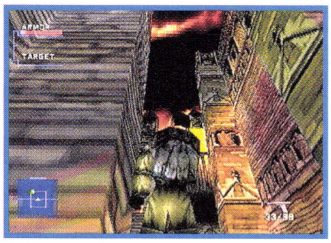
LEVEL 13: STRONGHOLD LOWER LEVEL

DIFFICULTY: HARD

1 Eliminate nine more scientists
Yep, there's still more of these guys crawling around down here. Only nine of them are left, but these guys are a little more feisty than the ones in the previous level. They usually pack a .45, and some of them even have G-18s! Make sure to take them out with clean head shots.

2 Administer more antigen
There are still four test subjects down here. Make sure to get all of them tagged. Leave one lingering around and you'll have to backtrack to get him before completing the level.

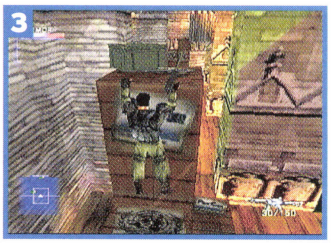
3 Quick walk-through
This level is also huge, so the map should suffice for most of your needs. I will give you a quick run-through of the level anyway. Work your way through the first few rooms, clearing out the guards and tagging the test subjects. Once you get outside by the crates, clear all the guards out first before looking for the crates and stuff. There is plenty of ammo out there, so don't be afraid to use your G-18 or PK-102. The boxes on the far end are your way up to the next area. Once inside the next room, cross the center beam to reach the scientist with the first Card Key. Take it and open the door around the bend. The next Card Key is located on the scientist in the next room. Break the glass, and enter the Rose Chapel. Snipers are littered everywhere along the tops of the walls. Once you reach the cemetery, there is a guard who lobs grenades your way. I used the KG34 on him to pierce through his body armor. After this, you'll enter the final series of tunnels that lead you to the catacombs.



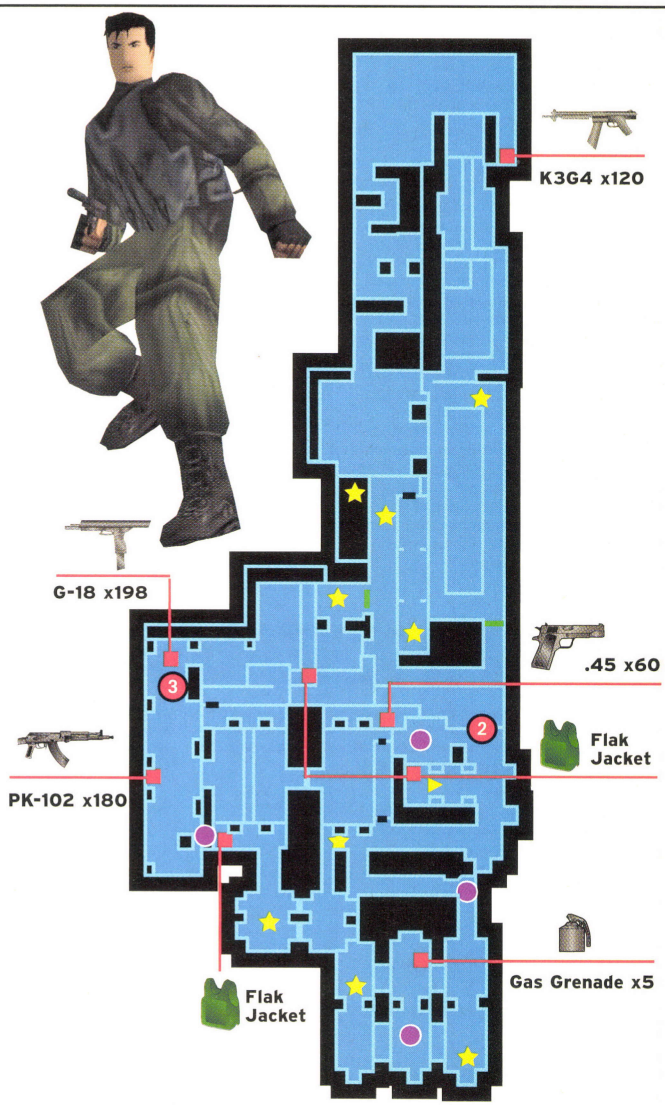
When running through this area outside the church, watch the rooftops for goons.

Don't ever stand in front of test subjects. Stray bullets usually find them easily.

Don't miss the first test subject hidden right around the corner of the start area.



Don't miss this key G-18 refill up on top of these boxes. Kill the guards first...



LEVEL 14: STRONGHOLD CATACOMBS

DIFFICULTY: AVG.

(Note: Another level that requires the full use of stealth, you will fail if you are detected at any time. Use common sense and don't get overly hasty when taking out guards. This level is pretty much a guided tour so a map would be pretty useless here.)

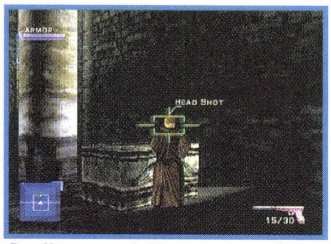
1 Follow the scientist
Use nothing but your silenced 9mm here. When you're trailing the scientist, make sure not to step on his toes. In other words, don't get too close. Keep your distance and kill the guards systematically. Don't worry about him getting too far ahead of you. Once he gets to the room, you'll hear a distinct door-opening sound. Follow him inside for a cinema...

2 Follow Phagan
Phagan will lead you to Lian Xing's holding cell, but he won't do it very efficiently. He seems to wander around in circles for a while, and you have no choice but to follow him. He can be killed by crossfire, but no enemies will directly target him on purpose. Once at Lian's holding cell, he'll mysteriously disappear.

3 Follow Lian Xing
Once you finally meet up with *Mei Ling* (hee hee), she'll mysteriously get a .45 and be ready to rumble. Just like when you're with Phagan, the enemies won't target her on purpose, but stray bullets always seem to make their way into her body somehow. Since she has a .45, she actually kills a lot of guards by herself. Use teamwork on the "Magic Guards" who just seem to pop in out of no where. Follow her to the exit, which will lead you to a helicopter pick-up and drop you off at the Pharcom Warehouses.

Don't trail the scientist too closely or you'll be detected.

Use Lian's firepower to your advantage. She has unlimited bullets.



Don't encroach the guards on this level. Keep your distance.

Once teamed up with Phagan, he'll lead you to Lian's holding cell.

Teamwork on the tougher "Magic Guards" does the trick.

LEVEL 15: PHARCOM WAREHOUSES

DIFFICULTY: HARD

1 Locate Erikkson
Easy enough, since he's located right by the start position. Get into the little room by hoisting up onto the platform outside his windows. Once inside, he'll give you some lingo, then you can be on your way. Don't forget to grab the Viral Scanner before you leave.

2 Tag the first body
After scurrying around the outskirts of the warzone, you'll see that it's not too wise to hang around outside for long. Before you head to the first body, get the M-79 and the BIZ-2. These will help you deal with baddies later on. To place a beacon on the first body, you have to crawl through the small entrance, equip the Viral Scanner and get a "lock" on the body. Once you've done this, you can walk on top of it and place a beacon with the A button.

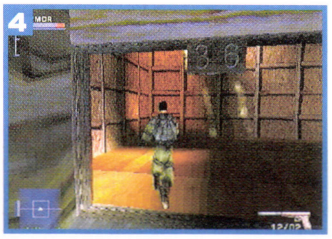
3 Tag the second body
The second body is easily overlooked. It is contained in the back of the second area, within the warehouse. You can crawl in through the window, get planted behind the crates and take out the baddies inside. The body is in the right rear box.

4 Tag the third body
You've got to take a trip through the tunnels before you find the third body. The best strategy to use down in the tunnels is to settle for head shots only. Lots of Flak Jacketed enemies will prove to be too much of a problem otherwise. There are several guns in the tunnels, notably a KG34 which will be great for defeating body armor.

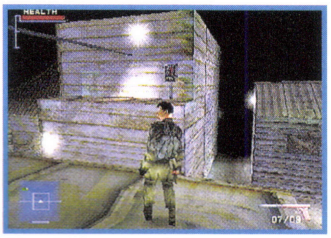
5 Get to Warehouse 76
You won't actually go straight there, you'll have to deal with the Pharcom Elite Guards first.

Jump up into Erikkson's room and grab the Viral Scanner.

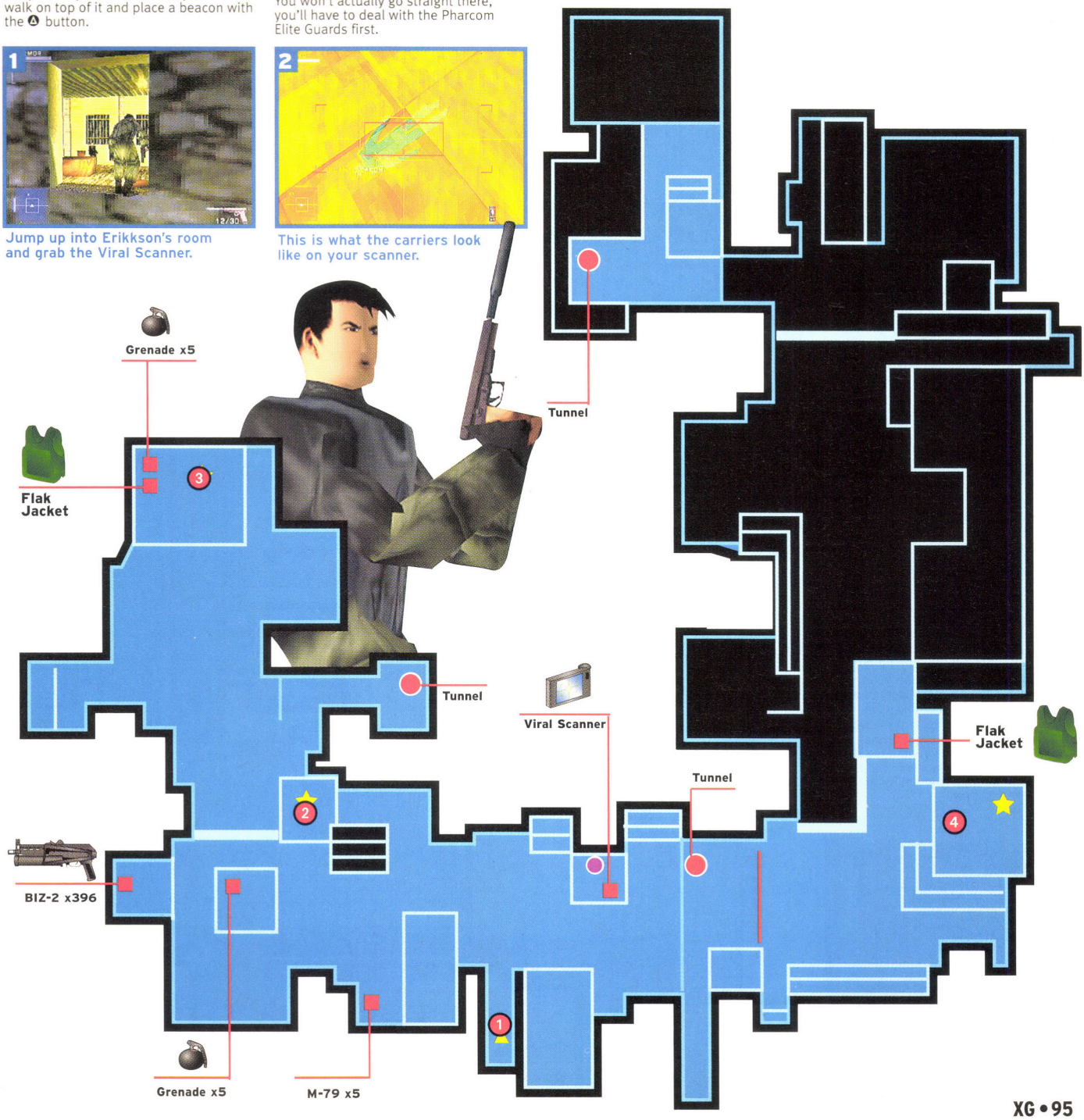
This is what the carriers look like on your scanner.



A commonly overlooked passage. Blow up the fuel cans and drop down below.



The elusive electric fence power switch. Cross over on the pole above.



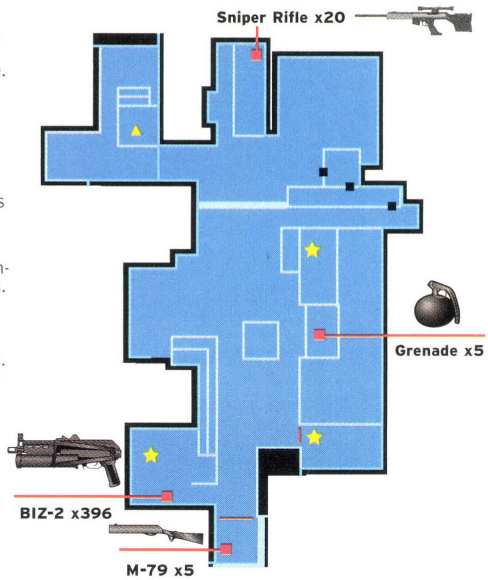
LEVEL 16: PHARCOM ELITE GUARDS

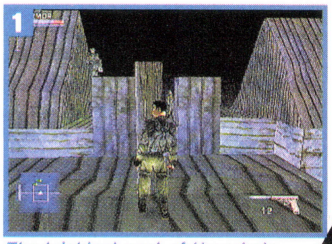
DIFFICULTY: EASY

1 Dealing with Elite Guards
Body shots are worthless with the elite. Settle for head shots only, and try to keep your distance as much as possible. When these guys get in your face, it's already too late for you to do anything. Most Elite Guards are very aggressive, but lie passively just waiting to be capped. It will take you a few runs through the level to get used to where the guards pop out, and just which ones are the worst to deal with.

2 Three more Viral Carriers
Yes, there are still some Viral Carriers lingering around the Pharcom warehouses. Three more, to be exact. The first one is past the first series of buildings, in the second area. The second one is in the same area, but in a different warehouse. The third and last of the Viral Carriers is located to the rear of this complex. All three bodies are heavily guarded by Elites, so break out your Master Tactics.

3 Get inside Warehouse 76
Finally, you actually go inside this now-infamous warehouse. When you do, you'll go to the next level.





The trickiest part of the whole level. Your only haven is to hide right behind this little stick as they shoot at you.

This guard never had a chance with those fuel tanks nearby.

LEVEL 19: WAREHOUSE 76

DIFFICULTY: AVG.

(Note: You only get 15 minutes to complete this level, so don't fiddle around too much. It shouldn't be a problem—the level is actually doable in under five.)

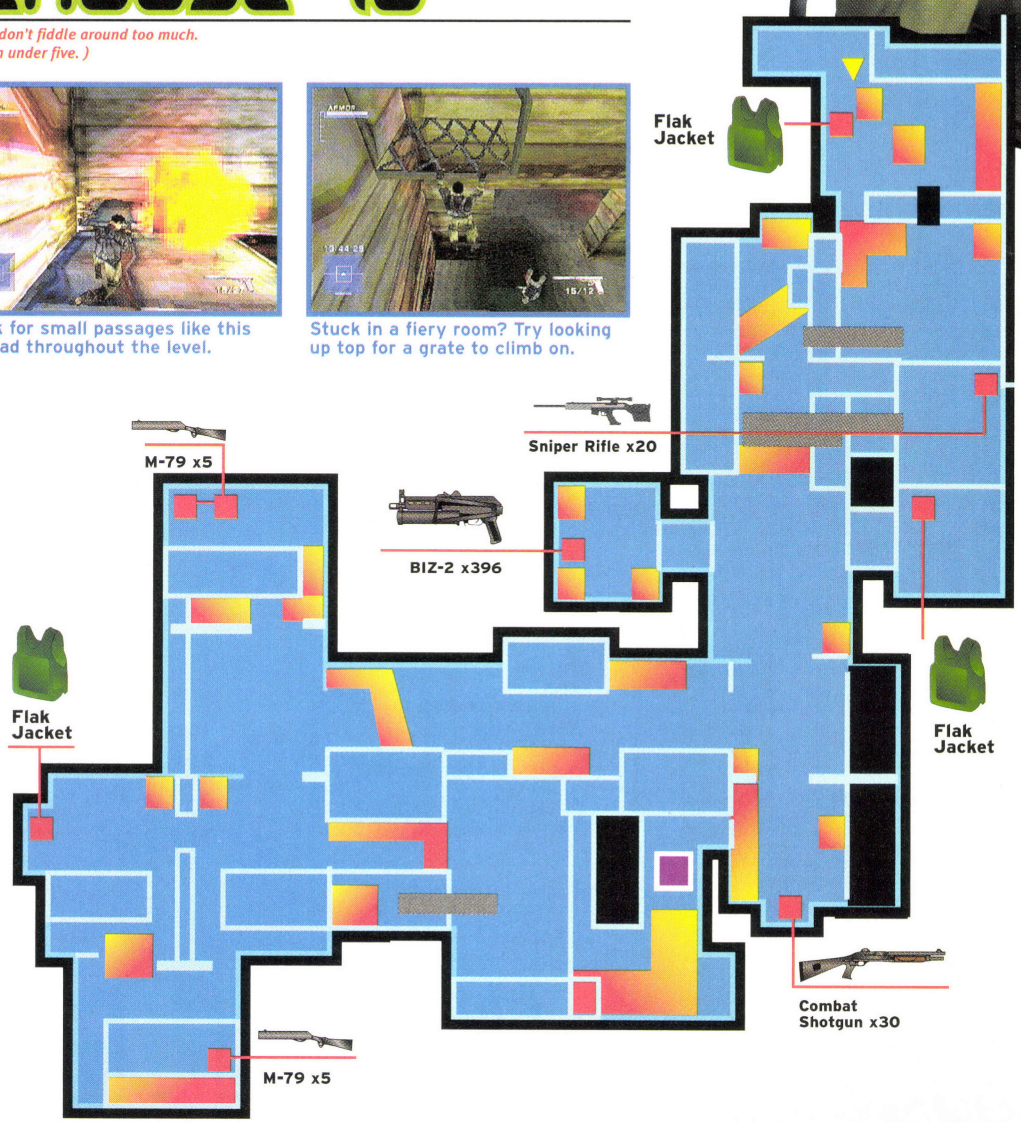
1 Get to the freight elevator
There is only one main objective here: Get the heck out as quickly as you can. Make your way through the flames (a lot harder than it sounds) and reach the freight elevator. When you arrive at the elevator, shoot the control panel to activate it (otherwise you'll just fall down the hole). As expected, the guards will be in full force. You know the drill by now: Head shots, short, controlled bursts and *avoid the fire*. There is some hidden weaponry that will carry over to the next level, so grab it if possible.

2 Quick walk-through
From the start, head south into the next room and kill the two guards there. Go west from here, and over the boxes to get into the next room. Proceed to the next area, and roll through the little hole on top of the crates. Lower down, and proceed to the next room. You'll see a grate up top if you look, and this is what you need to grab onto to get to the next room. Run westward until you get a call from Lian, and you'll be at the checkpoint. From here, run west until you get to the boxes. Climb up and make your way to the grate that leads to the elevator. Each piece will fall sequentially once you get on it, so try to move quickly. Drop down from the end, and make sure to shoot the panel to raise the elevator.

Look for small passages like this spread throughout the level.

Stuck in a fiery room? Try looking up top for a grate to climb on.

The only checkpoint in this level is about halfway through it. You'll get a call from Lian, and it will give you the checkpoint.



LEVEL 18: SILO ACCESS TUNNELS

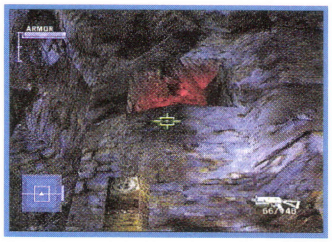
DIFFICULTY: EASY

1 Reroute power to elevator
This objective will take some time to complete, making the first part of this level pretty hard to beat all in one shot. After you clear out the first few guards, you'll fall into the first hole on the upper path, and make your way to the control room. It's got no power, so you have to climb up and switch it manually. After switching it on, activate the elevator and ride it down.

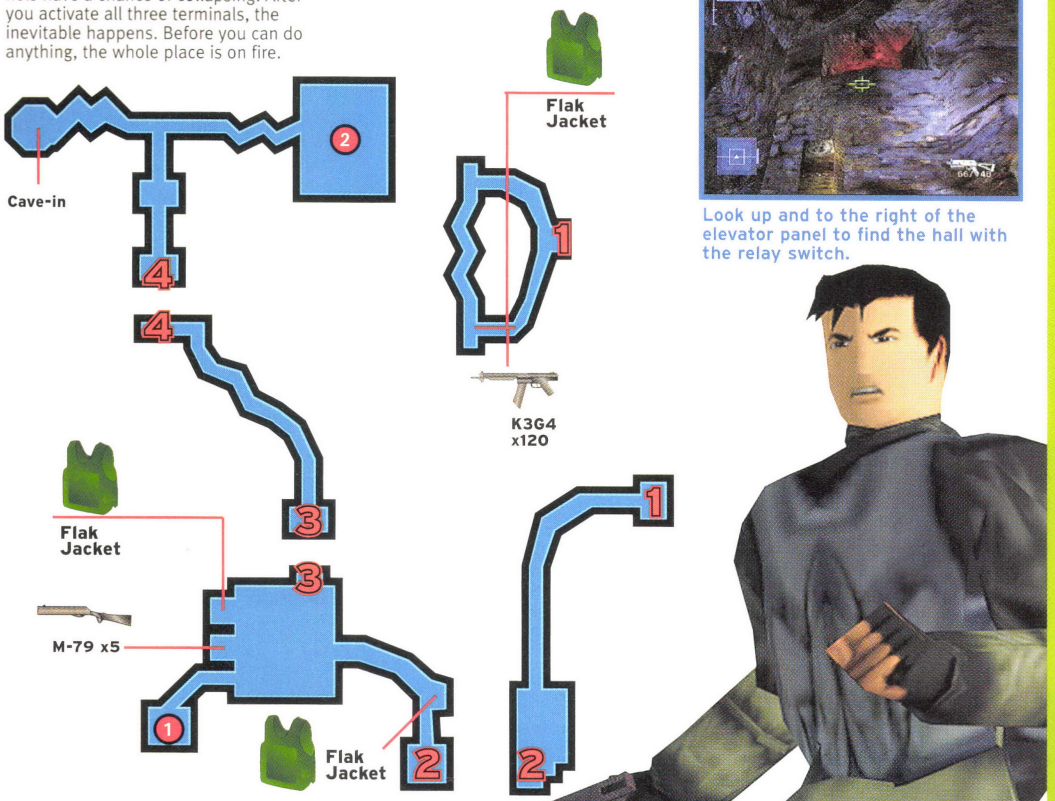
2 Shut down power room
Once you make your way to the power room, you'll get another call from Lian. This one's a warning, telling you that if you activate all the overrides, the tunnels have a chance of collapsing. After you activate all three terminals, the inevitable happens. Before you can do anything, the whole place is on fire.

One of the trickiest things to figure out is that you have to jump down in the first hole.

Once you've entered this room, Lian will call with helpful information.



Look up and to the right of the elevator panel to find the hall with the relay switch.



LEVEL 19: TUNNEL BLACKOUT

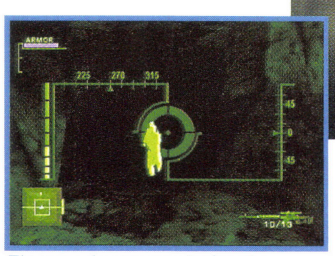
DIFFICULTY: AVG.

(Note: The main objective of this level is to reach the Missile Silo elevator. There is only one way to go, so you'll get to it eventually.)

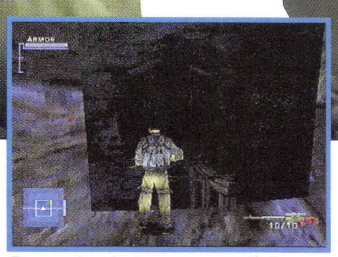
1 Down the fiery chute
After everything explodes again, Gabe miraculously survives yet one more time. Don't bother searching for a tunnel leading out, you have to jump down the fiery hole instead. Land on beams as you fall, taking it step by step. (Gabe dies from falls greater than 20 feet, so be extra careful down here.) Get to the bottom, and equip your flashlight pronto.

2 Using the Nightvision Rifle
All enemies will require the use of the Nightvision Rifle for accurate kills. Every one of them has a Flak Jacket, so if you sustain a lot of damage, just pick up their vests for a one-fourth Flak Jacket refill. This level only has one path you can follow, so it's impossible to get lost. The hardest part will be killing the guards successfully.

After wandering around the main room, you'll see that this is the only way out.



The guards can mysteriously see you even in total darkness. Too weird...



Remember to lower yourself down into the hole. Don't just jump in.

Real Gear

Welcome to the second installment of "Real Gear," where *XG*'s Solid 'Zurak dives into the gaming world and picks out stuff that not only works well in the game, but is fully functional in real life as well. Syphon Filter uses some really cool weaponry, and it's hard to believe that almost every one of them is modeled after a real firearm.

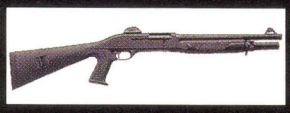
Glock-18 Machine Pistol

Developed and produced exclusively by Austrian firearms manufacturer Glock Inc. Firing 9mm at full-auto capabilities from a pistol this size needs to be seen to be believed. In the game, they call it a G-17, and give it a slightly different look, but it's meant to be the same gun. Truly a deadly weapon, capable of emptying a 33-round clip faster than you can say, "Holy Butta!"

M-16A2 M4

Carried by more S.W.A.T. team members than any other weapon in the world, the M-16 carbine has been world renowned for its ease of use, features and all-around reliability. The A2 was a step up from the original U.S. Gov't M-16s by adding a few new features like a removable rear sight group, a brass deflector and improved gas system. Accurate out to 350 yards, most Spec-Ops/S.W.A.T. teams never truly use the A2 to its full potential.

Benelli M1S90



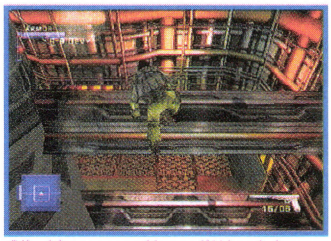
Referred to as the "Combat Shotgun" in Syphon Filter, this compact and impeccably designed semi-auto shotgun is most Special Ops/S.W.A.T team's first choice as a riot gun. When things get out of control, this gun can fire all eight shots out of its tube before the first shell hits the ground. It's recoil-inertia system is noted for its failsafe operation. Horrible news for the bad guys though...

LEVEL 20: MISSILE SILO

DIFFICULTY: NOT TOO BAD...

(Note: This level has a very tight three-minute time limit once the R9 Devyaka has been launched. You REALLY need to move. For some reason, all the other levels in the game were very generous on the time limits. Not this one. No fiddlin' around here.)

1 Access missile destruct codes
To do this, you'll have to get down to the second level of the missile tower, and climb up on the little rails that extend out to the missile. There are two guards on the first floor and two more down on the second floor. Use the BIZ-2 for most of your clean-up duties. Be extra careful not to hit the Devyaka missile with stray bullets. If you do, it will blow up and you'll fail the mission. Once on top, access the codes on the side panel of the missile and watch the cinema. After this, you'll need to quickly roll under the blast shield as the missile takes off. Unfortunately, the timer starts as the missile lifts away, so be extra hasty when making decisions from here on. You'll need to quickly get to the command computer while sustaining as little damage as possible from Rhoemer's Elite Guards.



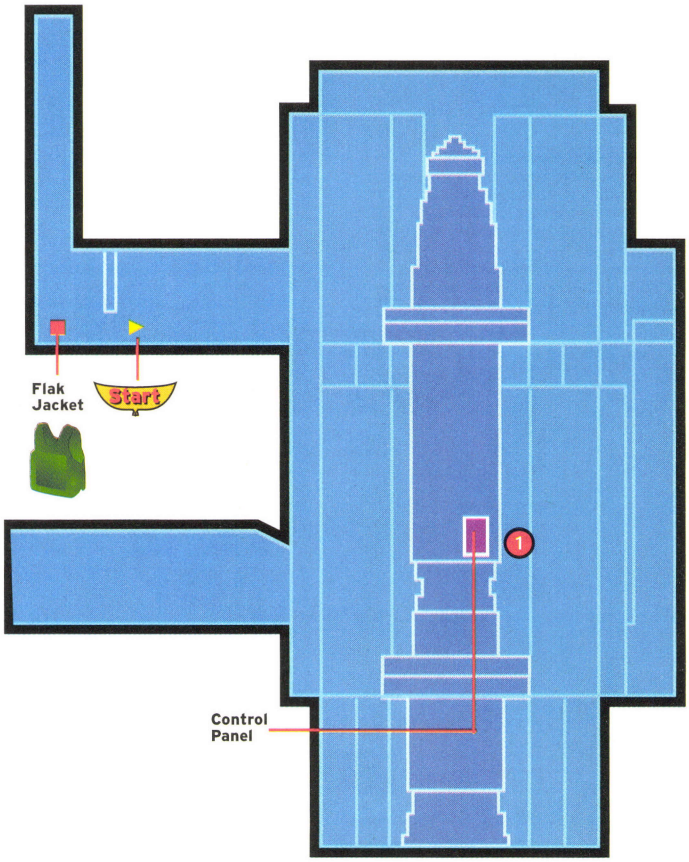
Climbing up on these little platforms can be a pain when you hear that voice counting down...

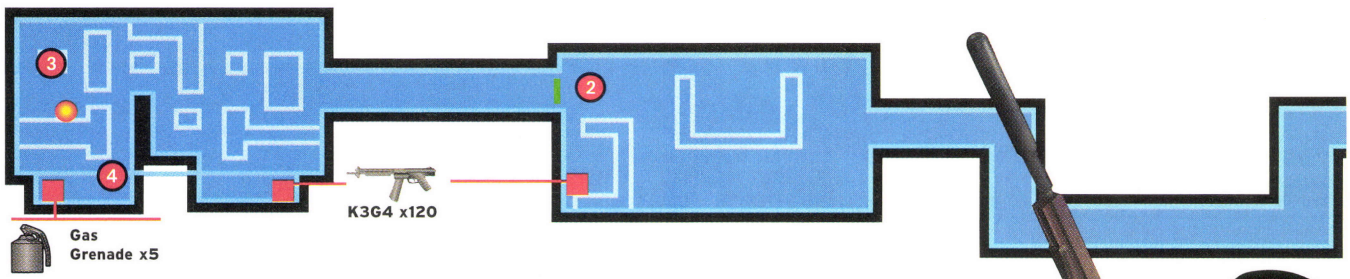
2 Access Room
You should have a good two minutes left by the time you get here. You'll see that there are two scientists, but only one of them has the key card. Kill the guards surrounding the room first, as the scientists are not armed. Once the room is cleared out (you should still have about 1:15 remaining on your timer), kill both the scientists and open the door to the missile command room. The door will close behind you, eliminating the need to worry about Magic Guards popping up behind you.

Make sure to use your Strafe and Run buttons simultaneously to get in here on time.

3 Stop missile launch from computer
Once inside the main room, there will be four guards on raised ground. This is when your sniping skills should finally pay off big time. Acquire your targets and shoot quickly. The BIZ-2 works well here. After killing all four of them, you should have only seconds left on your timer. Quickly get to the last rack of computers and access the main panel.

There are two scientists in the last room, but only one of them has the Card Key to proceed.

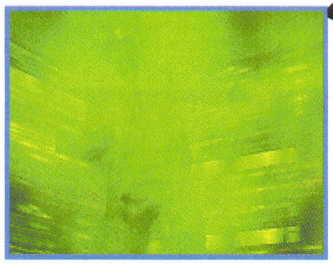




Final Boss Encounter

Rhoemer is ticked that you finally stopped his launch, and he's armed with an M-79 with unlimited grenades. You're probably wetting your pants thinking that this will be the most insane battle of your life if you fight him conventionally. You're right. If you fight him like a normal enemy, you'll be finished. You've tried everything, including shooting grenades at his face, using the teflon-coated bullets of the KG34 and even firing countless sniper rounds right at his head. Still nothing. Here's the trick: Gas Grenades. All it takes is one well-placed grenade, and he's done. Get up where his guards were shooting from and hide in the corner. When the action dies down, toss a few Gas Grenades his way and it's all over. '*Zurak combo!*

This is your only immune spot on the map. Roll Gas Grenades off the ledge to kill him.



This was the only way I was able to kill him. Has anyone out there found others?

WEAPONS/ITEMS

Below is a comprehensive list for every weapon/item in the entire game. Use it to see where you'll first encounter weaponry, or just to look at the variety of gear at your disposal. See a weapon you never found? D'oh! You probably overlooked it. More often than not, most of the better weapons actually appear in some of the earlier levels just to give you a taste of what's to come.

Silenced 9mm

Location: Default weapon
Rate of fire: •••
Power: ••
Clip Size/Max Rounds: 15/90

Your standard pistol, its main benefit is that it is fitted with a silencer. This is key when you want to proceed unnoticed.

.45 Handgun

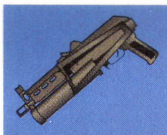
Location: Level 4
Rate of fire: ••
Power: •••
Clip Size/Max Rounds: 10/60

A step up from the standard issue 9mm, this .45 is a man stopper. Use it when you don't have time to pump out a lot of shots.

G-18 Machine Pistol

Location: Level 4
Rate of fire: •••••
Power: ••
Clip Size/Max Rounds: 33/198

Undoubtedly the **coolest** weapon ever in any video game (you'll see what I mean), this gun is almost as wicked as Arnie's minigun from T2.



BIZ-2 Submachinegun

Location: Level 15
Rate of fire: •••
Power: •••
Clip Size/Max Rounds: 66/396

A bad-ass weapon because of its high-clip capacity. It has a slow ROF and the power isn't too high either, so use it as a back-up weapon.

HK-5 Submachinegun

Location: Level 6
Rate of fire: ••••
Power: •••
Clip Size/Max Rounds: 32/192

It doesn't appear too often in the game, but enjoy it while it lasts. This little baddie is my all-around favorite for any situation.

Shotgun

Location: Level 1
Rate of fire: ••
Power: •••
Max Rounds: 25

While a shotgun may seem bad-ass in most other games, it remains a bit underpowered in this game. Never use it on Flak Jacketed enemies.

Combat Shotgun

Location: Level 6
Rate of fire: ••
Power: •••
Max Rounds: 30

Essentially the same thing as the regular shotgun. I noticed very little difference in my damage/ROF test.

PK-102 Assault Rifle

Location: Level 6
Rate of fire: ••••
Power: ••
Clip Size/Max Rounds: 30/180

A smaller lightweight variant of the AK-47, this is the weapon of choice for most of the enemies in the game. Sucky, but plentiful.

M-16A2 Assault Rifle

Location: Level 1
Rate of fire: ••••
Power: ••
Clip Size/Max Rounds: 30/180

The most widely used rifle by the U.S. Armed Forces, this thing is great for sniping as its bullet groupings tend to stay relatively close knit.

K3G4 Assault Rifle

Location: Level 7
Rate of fire: ••••
Power: •••••
Clip Size/Max Rounds: 20/120

As you can see from its stats, this thing is wicked. Firing teflon-coated bullets are key when dueling Flak Jacketed enemies.

Sniper Rifle

Location: Default Weapon
Rate of fire: ••
Power: •
Clip Size/Max Rounds: 10/30

A great tool when you first start out, but there never really seems to be a good place to use it. A waste of time.

Nightvision Rifle

Location: Level 4
Rate of fire: •
Power: ••
Clip Size/Max Rounds: 10/30

I don't understand why this thing doesn't kill *everybody* on the first shot. Since you'll most likely use it for zoom situations, it's decent.

Taser

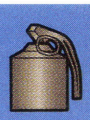
Location: Default Weapon
Rate of fire: •
Power: Death, if you fry 'em
Charges: Unlimited

The most bipolar weapon in the game, you'll either love it or you'll hate it. Some guys save ammo by constantly frying enemies.

Grenade

Location: Level 1
Rate of fire: •
Power: Instant Death
Max grenades: 10

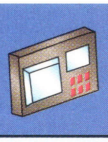
Not nearly as useful as the Gas Grenade for one main reason: delayed explosion. It doesn't explode on impact, making it tricky to use.



Gas Grenade

Location: Level 6
Rate of fire: •
Power: Instant Death
Max grenades: 10

So very useful because it is silent and deadly. There is no limit to what or how many you can kill with a well-placed Gas Grenade.



C4 Explosives

Location: Level 2
Rate of fire: N/A
Power: N/A
Clip Size/Max Rounds: N/A

Mainly used as an item, this really isn't much of an equippable weapon. You'll only use it once or twice.

M-79 Grenade Launcher

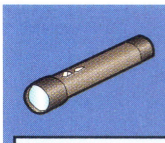
Location: Level 1
Rate of fire: •
Power: Instant Death
Max Rounds: 10

This thing can be dangerous if you don't give your shots enough arc. Remember that grenades have a large blast radius...

Flak Jacket

Location: Default
Rate of fire: N/A
Power: N/A
Clip Size/Max Rounds: N/A

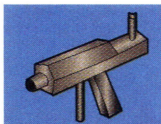
The most useful item in the game. There are no "health" pick-ups, so make sure to keep your FJ in tip top shape if you want to survive.



Flashlight

Location: Default
Rate of fire: N/A
Power: N/A
Clip Size/Max Rounds: N/A

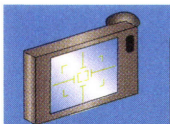
Only useful in the very beginning of the game, and at the very end. It's almost like the programmers forgot they had the damn thing.



Viral Antigen

Location: 15
Rate of fire: N/A
Power: N/A
Clip Size/Max Rounds: N/A

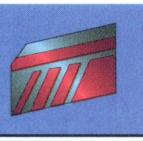
While I don't want to spoil the game for you, I'll tell you that it's not as useful as you think it might be...



Viral Scanner

Location: Level 17
Rate of fire: N/A
Power: N/A
Clip Size/Max Rounds: N/A

Only used for one level, this thing enables you to find and tag the Viral Carriers Rhoemer's been hiding.



Key Card

Location: Several
Rate of fire: N/A
Power: N/A
Clip Size/Max Rounds: N/A

While these are usually hidden on guards (gained when you kill them), sometimes they are just well-hidden in a level.

CIVILIZATION II

Your One-Stop Guide to Conquering the World

XG Strategy
by Benjamin Durbin

Civilization is another one of those games that makes my "Essentially Perfect" list. The gameplay is very complex and intricate, and yet so perfectly balanced, that the game never gets old. Very few games can capture your attention so quickly or draw you in so deeply. You'll find that while playing Civ, time seems to lose all meaning, and it's quite easy to lose track of hours while you eagerly await the outcome of the next turn. *"Just one more turn, and I'll sleep..."*

Because the PlayStation version is based on the computer version of the board game, there was very little chance that this port could go wrong. The essence of Civ2 is the gameplay, and it's fully intact. My only complaint with this version is really more of a complaint with the PlayStation: In later turns, if there are many civilizations or units to track, the processing is extremely slow. What was once the secret to the game's appeal—the anticipation of the next turn—begins to feel like an interminable punishment.

My final verdict is this: Without a doubt, Civ2 is a game you *must* play. However, if you have both a PC and a PlayStation, go ahead and spring for the PC version of Civ2 Gold (with full multiplayer support and scenario editing tools). Otherwise, you owe it to yourself to pick this one up and find out why Dan Hsu considers Civ2 the one game he'd take with him to the proverbial desert island...

Special thanks to: Brian Lasater, Dan Hsu and the other ruthless leaders who lent their varied expertise to this guide.

Database

time to complete	eight hours/game
challenge	moderate/hard
toughest AI civ	Mongols
best unit	bomber
best wonder	Great Wall
sage advice	nuke the French
system	PlayStation
publisher	Activision
developer	Activision

Overview

The purpose of this guide is to enable you to crush the computer enemies and maximize your final score. In each epoch of the game, we have distilled the most important strategic concepts from each of your advisors (we have combined Trade and Attitude into a single Domestic Advisor).

Juggling the complex and conflicting demands of your civilization is the core of the gameplay. Before you start, make sure you review the game controls and understand how to set your *Tax Rate*, how to adjust your *Resources* on the city display and how to *Send An Emissary* to other rulers.

The Ancient World (4000 B.C. to The Golden Age of Philosophy)

Science Advisor

During this epoch, there are four indispensible technologies you must discover:

Monarchy

• Under Despotism, your population cannot produce more than two of any resource, and you'll have to deal with corruption and waste on top of that. Monarchy is a huge step toward maximizing your resource production.

• Once your cities start to grow, you will also have problems with unhappy citizens. Under Monarchy, you can station up to three units in your cities to maintain martial law.

Literacy

• Literacy gives you the opportunity to build the Great Library, a key Wonder. Literacy is also an important cornerstone of many Renaissance advances.

Construction

• An early advance, but not to be overlooked. You will need Construction in order to build the Great Wall, considered by some to be the single most important Wonder you will ever undertake. Construction also allows you to build Aqueducts to grow your cities beyond size 8.

Philosophy

• Philosophy has three important things going for it. First, it grants you another "instant" advance as soon as you build it—so in effect, it's a freebie. Second, it allows you to study Medicine (and thus, Shakespeare's Theatre). Finally, as a simple milestone, it ushers in the beginning of the Renaissance.

Domestic Advisor

Your most important goal during this period is colonization. Despite the risk, it is more important to build Setters and seize real estate than to needlessly build up your infrastructure.

Your First City

• You don't have a lot of time to wander around looking for "the perfect spot." However, if you have access to water, it is worth it to irrigate the spot you will build on just before settling down.

Your First Unit

• Don't spend a lot of time building defenders. The cities on your frontier—all the edges facing unsettled territory—should be producing Settlers as soon as you can risk it. On grasslands or plains, it is worth it to build roads to your destination before settling down in the new area.

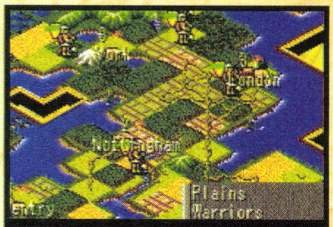
City Location

• As long as your city site will contain three or four fertile areas, build it! Don't sweat the deserts and tundras; grab the real estate and expand. In later years your Engineers can actually transform the land—turning mountains to hills, deserts to grassland and so forth.

Guns or Butter

• Use your Resource Screen to move your citizens between Food or Shields. You want to achieve a balance between city growth and production potential. Remember that if your city grows too fast during this unstable era, you could have a revolt on your hands.

Unless your initial location is inhospitable, settle immediately.



Keep your Settlers busy expanding, building their way to the frontiers.

Defense Minister

At this early stage, avoid war if you can, and definitely don't try anything unless you have these items ready:

Barracks

• A barracks is key to your defense strategy. Not only will the city produce veteran units (+50 percent to attack and defense), but it enables your defending units to regain all of their hit points in a single round.

City Walls

• If you build the Great Wall, all of your cities gain City Walls. (This undocumented feature has been confirmed by the game producers!)

The Gold War

• It is always more effective to "buy" enemy cities with Diplomats than to try to build an army capable of taking an enemy city.

Foreign Minister

Foreign policy during this perilous time is quite simple: Avoid unnecessary war at all costs. Make sure it is *you* who decides when it is time for war, not your enemy!

The Great Wall

• If you can build the Great Wall, you have a huge advantage: All enemy nations *must* offer peace. At this stage in the game, and especially on the Emperor and Deity levels, you really need the wall to fend off your aggressive neighbors.

Protect Your Borders

• Once you have a peace agreement in place, watch your cities carefully. Any enemy unit that violates your city radius can be sent home with the *Withdraw Your Troops* request. If the unit belonged to a distant enemy, you will have several turns before he reaches your borders again.

The Renaissance (Philosophy to Gunpowder to Democracy)

Science Advisor

During this epoch, concentrate all your efforts on gaining Democracy. If you had time to build the Great Library, your enemies may have already supplied you with the fundamental techs at the beginning of this long road of research. Here are the bare minimum techs you need:

- ❑ Horseback Riding
  - ❑ The Wheel
    - ❑ Engineering
      - ❑ Invention
- ❑ Bronze Working
  - ❑ Currency
    - ❑ Trade
      - ❑ Banking
- ❑ The Republic

Stay Focused!

• Democracy is the most important goal of this epoch. Keep your research on track, and keep your resource production high in trade arrows to produce the taxes and knowledge you will need to succeed ahead of the computer.

Sea Power

• Although you should have little use for a navy—and remember it will be almost impossible to maintain a navy under Democracy—you will have to pursue this branch of the Tech Tree eventually. The Seafaring advance is important because it allows you to build a Harbor, which in turn will be necessary for your coastal cities to grow to any significant size. Furthermore, you will have to study Navigation to pursue the path to Physics, and from there to the Steam Engine. You won't need the Steam Engine until the next epoch, but if you have time to lay the research groundwork now, go for it.

Foreign Minister

Before this epoch is through, you'll probably come in contact with all of the other civilizations.

Knowledge Is Power

• Never, ever trade any of your sophisticated advances to the enemy, especially those that lead to Democracy. Never give the computer an advance that allows him to build a Wonder you need for yourself. Finally, if you can trade the computer some crappy knowledge for any of the techs you need on the path to Democracy, do it. The advantages you receive in all forms of production are worth it.

Domestic Advisor

As the cities at the heart of your empire grow to the middle ranges (4-6) you must turn your eyes to domestic stability.

Civil Disorder

• The quickest way to solve this problem is to enter your Resource Screen and pull one or more of the population off the fields and put them to work as an entertainer.

Settlers

• Each of your inner cities is going to need a Settler to start building the infrastructure you need. Start by building roads everywhere, then build mines where applicable, then irrigation on the flatlands.

Temples

• Your next best weapon against unhappiness is the Temple. Remember that when you switch from Monarchy to Democracy, you are going to lose the benefits of Martial Law. The Temple is a cheap way to take up that slack.

Courthouses

• During this period of rapid growth, you can't afford to let waste and corruption eat away at your resources. In addition, Courthouses make one citizen happy under Democracy. Put one of these in every city as soon as you can.

Aqueduct

• When your city hits size 6 or 7, slow down Food production to give yourself time to get an Aqueduct built. If your city is already at size 8 and does not have an Aqueduct, rearrange your resources to stop population growth (food surplus = 0) and find resource squares instead with lots of trade arrows or shields—or just pull your people off the fields and turn them into taxmen.

Marketplaces and Banks

• After you have Courthouses, the next logical purchase is a Marketplace. A Marketplace only costs one Gold in upkeep, but increases your trade production by 50 percent. The Bank adds another 50 percent on top of that.

Caravans

• A city that has nothing better to do should build Caravans and set up trade routes to other cities. Check the supply and demand of neighboring cities (yours and your enemies alike) and send out Caravans to jack up your trade arrow production. Don't be shy about establishing trade with enemy cities: You are far more dangerous with money than the computer will be.

Timing Is Key

• Try to time your research advances so that you can also be the first to build the Wonders of the World that come along. Remember that with Trade, you gain access to the Caravan. You can send a Caravan to a city working on a Wonder to add 50 Shields to the project. Even if you don't have a Wonder to work on, you can send your Caravans into the city and just have them sit there. When a Wonder that you need becomes available, you can activate all the Caravans, step them out of the city, then have them return to build the Wonder. Use this to snatch Wonders from the computer at the last minute, possibly forcing him to abandon the project and lose many turns of production.

Caravans are extremely important for helping you build Wonders a few turns ahead of the competition.

Defense Minister

Although you are technically more advanced than your neighbors, very little of your knowledge is in the military arts. This leaves you on the defensive during this epoch as well, so be very careful about breaking treaties and starting wars.

Brains Over Brawn

• Sometimes the computer gets in the way of your unstoppable advance and you have to...relocate him. To break a treaty with the computer, build a military unit with strong defense. Move the unit into his territory and fortify on his best resource square. In a couple of turns he will demand that you move your troops. Simply refuse, and he will break off the treaty. He'll also probably waste a couple of units trying to dig you out; meanwhile, you can move a Diplomat into his city and just buy it out.

Let Them Eat Cake!

• We advise against wasting any city, but it sometimes happens that you will capture an enemy city that is either placed very poorly or not worth fighting over. The best way to remove cities in your way is by pulling all the citizens off the fields and turning them into taxmen. Sell off all the city improvements one at a time. This will quickly starve out a medium-sized city. When the city population dies down to size 1, build a Settler, or sell the City Walls and let the computer destroy the city with his next attack.

Leonardo's Workshop

• This is an extremely important Wonder to claim for yourself. When a new weapon technology is discovered, the Workshop will automatically upgrade your units to the new type, if appropriate, for free. Make sure you have Leonardo's Workshop completed before you complete your research into Gunpowder.

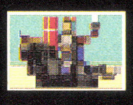
The Three Musketeers

• Remember that even though they have guns, Musketeers don't give you license to start a lot of wars. Musketeers are primarily a defensive unit, and they are very good at it. Until the discovery of Artillery or Flight, there's nothing capable of dislodging a city from the protection of three Musketeers entrenched behind the City Walls.

Bonus Wonders!

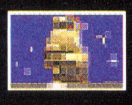
Here are some of our favorite "alternate" Wonders to consider during this epoch:

King Richard's Crusade



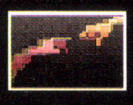
This is a great Wonder for your capital city or anywhere you want to build more Wonders. The effect of this Wonder is to add one shield to the production of every square in the city radius. A size 8 or 12 city with this Wonder will have some pollution problems, but can crank out a serious amount of production.

Magellan's Expedition



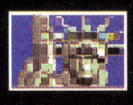
The extra movement gained by this Wonder has several benefits for naval aficionados. The main benefit is in discovery and military intelligence, but it is also useful for establishing far-ranging trade routes much faster. If you have to wage war across an ocean, getting them there faster will mean less unhappy people.

Michaelangelo's Chapel



This Wonder is a huge time saver, as it counts as a Cathedral in each of your cities. You won't have to add any additional happiness suppliers until your cities are 6-8 in size. It also helps facilitate *We Love the President* while compensating for the unhappiness accompanying this population boom.

Statue of Liberty



It seems relatively insignificant until the first time your government collapses into anarchy. This Wonder allows you to change governments on a whim, and in a single turn, as well—without all the turns of anarchy in between.

The Industrial Revolution

(Democracy to Industrialization to The Corporation)

Science Advisor

With the discovery of Democracy, your empire can now go into overdrive. This is a time of extremely rapid growth and phenomenal production, but there are a lot of important support units you must research.

Medicine

• Not just an important stepping stone on the way to Sanitation, Medicine also allows you to build Shakespeare's Theatre. This Wonder is extremely important for your war efforts and should be built in your highest-producing city. Eventually this city can produce all your bombers, and will be the key to your military success under Democracy.

Sanitation

• If your cities are already at or near the size-12 limit, research Sanitation first so you can install Sewer Systems in your largest cities.

Physics, Steam Engine, and Railroad

• A triple-jump of tech advances that is extremely important to the Industrial Revolution.

Explosives

• The Engineers unit enabled by this advance works twice as fast as a Settler. Their importance during this epoch for laying rails and cleaning pollution cannot be overstated. Make sure you build lots of Settlers before completing this advance, since Leonardo's Workshop can upgrade them to Engineers for free.

Industrialization

• The namesake of this epoch. Not only does it allow you to build Factories, it also allows Women's Suffrage, an important Wonder for extending your military flexibility under Democracy.

Magnetism, Metallurgy, Electricity

• Another important trio of building blocks for advances to come.

The Corporation

• This advance (and corresponding Wonder) allows you to divert production directly into revenues—very convenient during this epoch.

Foreign Minister

With the discovery of Metallurgy and the loss of the Great Wall, this can be a troublesome period for foreign relations. It has been a long time since your empire will have been this vulnerable to enemy attack. Don't be too sure of the technological monster you've created; the computer is remarkably adept at finding and exploiting your weaknesses.

Civil Disorder!

• The manipulations of the Domestic Advisor can quickly lead to disaster. Cities that grow too fast often fall into revolt—which if left too long, can cause your whole democracy to collapse into anarchy. This in turn will make you vulnerable to enemy diplomats which will use your roads and rails to reach your cities. You should be especially hard on enemy diplomats, killing or expelling them whenever you see them. The enemy civilizations will have realized by this point that the only way to keep up with you is to steal your technology. Do what you must to prevent this.

Build Rails sparingly to deny access to enemy infiltration.

Domestic Advisor

This is an extremely busy time for domestic concerns. With the groundwork for growth laid during the last epoch, you are ready now to flex the mighty power of Democracy.

We Love the President!

• Under a Democracy, *We Love the President Day* is an extremely powerful tool. Each turn that a city celebrates, it will gain one population. After just a few turns of celebration, your cities will be flushed with happy, hard-working citizens.

• In order to bring about this celebration you must meet several criteria: The city must be size 4 or larger, it can not have any unhappy citizens, and the number of happy citizens in each city must outnumber the content citizens.

• First, increase your luxury rate to 100 percent. Go through each of your cities and check that all the people are happy. Then ease back on the luxury rate a bit at a time (adding back to your tax rate) and check each city again. When you find the perfect luxury rate for keeping your cities in party mode, you're set.

• Two things to remember: First, each new citizen that grows as a result of *We Love the President* is likely to be added as an unhappy citizen. You need to keep a close watch on your cities every turn. Second, remember that during this time you are diverting production away from taxes and research. Plan for this by saving up a large treasury before you start.

Settlers and Engineers

• These units are going to be very busy during this time, building railroads and cleaning up pollution. Maximize their time by using them wisely. Don't build rails everywhere—lay a single track between each of your cities, and add additional rails to any terrain squares that will benefit from the increased production (mines, forests, etc.). Remember that enemy units can use *your* railroads to penetrate quickly into the heart of your territory. Find "choke points" where you can build fortresses and station troops to prevent railroad access to your cities.

Factories

• As soon as you can, build them—and use your treasury to crank them out early. Their increased output will help you build all the other improvements you need that much faster.

Cathedrals

• If you have access to them, build them. If you don't have them yet, you will have problems. There is usually at least one computer civilization who focuses on religious advances; think about trading or stealing it from them.

Darwin's Voyage

• During those turns where your income is diverted into luxuries, keep working toward Darwin's Voyage. This Wonder gives you two free tech advances when completed—effectively turning your industrial production into scientific output!

Stock Exchange

• This city improvement is cumulative with Marketplaces and Banks, for a total bonus of 150 percent to your trade arrow output. Not a necessity, but nice for a city with nothing better to build.

Pollution causes global warming; clean up or kiss the coast goodbye.

Luxuries: The magic ingredient for "We Love the President Day."

Defense Minister

This can be a tricky epoch for the defense of your empire. Several advances during this time will give your enemies early access to high-powered offensive units—and the discovery of Metallurgy will render the Great Wall obsolete. Here is what you will have to deal with during these rough years:

Cannon (Metallurgy)

• Like Catapults before them, Cannon have very low defensive values and only move one space per turn. This makes them very vulnerable to counter-attack from within your city: activate one of your defenders and make a preemptive strike on the cannon. However, if you have railroads leading up to your city, the cannon may be able to drop onto your rail system at a remote location, then zip right up and attack. Be *very* careful to defend your railroads!

Ironclads/Destroyers

• One of your computer opponents will pursue the path to naval superiority, so you can be sure you will see these units. Keep your units away from shorelines and build Coastal Fortresses as soon as you can.

Alpine Troops/Cavalry

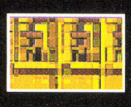
• They are tough, but even these advanced units are not capable of dislodging your defenders from behind city walls. Let them hurl themselves useslessly at you. If you see them move onto your territory and camp out, don't be tempted to dislodge them by force. Try a diplomatic solution first.

Offensive Strategy

• This may be your last opportunity to use Diplomats to buy out enemy cities. Remember that cities and units under a Democracy are immune to bribery. Make the most of this easy win before the computer discovers Democracy. Because Democracy is such an unwieldy government for waging war, you have little to fear from enemy democracies. However, watch out for cities that are already on your borders and in striking position. Also keep an eye on nearby cities for the signs of revolt that may indicate a coming war.

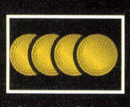
Bonus Wonders!

Adam Smith's Trading Co.



This is a cool "global" Wonder that affects each of your cities by financing all of the improvements that cost one gold. Obviously, the more cities you have, the more valuable this Wonder becomes. This Wonder will become available early in the epoch, and as there are few worthwhile Wonders during this period it is an easy one to go for without compromising your other production.

Capitalization



Like Darwin's Voyage, this Wonder lets you convert shield production into something else useful—in this case, money. As an added bonus, Capitalization is considered a Wonder so you will not lose 50 percent of your work if you later switch back to a normal Wonder. Whatever Wonder progress you have invested is preserved under Capitalization so you can freely switch among Wonders as needed.

The Modern Age (The Age of Flight)

Science Advisor

The most important advances during this time will be directed toward the discovery of Flight (and its more advanced forms). No matter what end-game strategy you will employ, you are going to need Flight and Advanced Flight, and possible Rocketry and Space Flight as well.

Military Research

• If you are going for a military win, stop at Advanced Flight and redirect toward Tactics, Mobile Warfare and Combined Arms. You will need Steel and Machine Tools, which will also give you access to Artillery. There is very little reason to go all the way toward the Howitzer; Artillery should do the trick.

The Space Race

• If you are secure militarily, and you can complete the Apollo Program in time (by at least 1940) then direct your research such that you can begin building the SS Component (Plastics), the SS Structural (Space Flight) and the SS Module (Super Conductor). It is not enough simply to have your ship built by 2020 A.D. Don't forget to factor in flight time to Alpha Centauri!

Nuclear Fission

• It's the path to the Dark Side. Don't do it. Don't even think about it. Once you open Pandora's Box, there is no way to contain that knowledge. You will lose it to your enemies, and they will use it, and you will be very sorry. The only way to "win" this one is to nuke the French. That's a hoot.

Domestic Advisor

There is not much for the Domestic Advisor during this period. Your Settlers should keep busy expanding and improving your cities. If you have not already done so, strip down your forests and make room for farmland so your cities can continue to grow. If you are secure militarily, you can also afford to shut down your mines, flatten the hills, and build farmland.

Pollution

• This age offers several improvements for dealing with pollution. Mass Transit will be very important for reducing the pollution that the sheer size of your cities will create. You should also try to convert to clean energy sources if these advances become available.

Defense Minister

Although it is still true that the best way to take a city is to start a revolt and buy it out, at this point in the game you will finally have the troops available to take a city with honest military might.

Saturation Bombing

• You will need three or four Bombers—preferably stationed out of the city that contains Shakespeare's Theatre—and enough ground troops (Paratroopers, Mobile Infantry, or Marines) to take and hold the city. Have your troops go to the city and wait. Bring in your Bombers and attack the city—you will bypass the city walls and crush the defenders inside. Keep attacking with Bombers until you are notified that you cannot take the city with a Bomber. That is your indication that the city is now devoid of defenders, and you can activate your ground troops and move in.

Foreign Minister

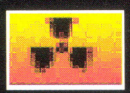
With the discovery of Espionage during this age, keeping cities secure is almost impossible. If you are playing from a position of power, you will have a hard time keeping your knowledge out of the hands of your enemies. On the other hand, if you are playing from behind, by all means, use Espionage to gain the knowledge you need to stay competitive. If the computer has not converted over to Democracy yet, buy out his cities.

United Nations

• If you are being punished militarily, find time to build this Wonder. Like the Great Wall, it will force enemy nations to declare peace with you. Keep in mind, however, that this late in the game, most civilizations feel they have nothing to lose, so don't rely on the U.N. alone to keep the peace.

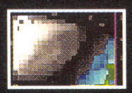
Bonus Wonders!

The Manhattan Project



We mention this here in order to warn you NOT to build it. Once the Manhattan Project is completed, any civilization capable of building Cruise Missiles can build nukes—even if they have not researched Nuclear Fission and even if they were not the first to complete the Manhattan Project. This technology is better left out of the hands of humanity.

The Apollo Program



Even if you are not going to try for a win by colonizing Alpha Centauri, the Apollo Program is a useful Wonder because it reveals the entire map. This has obvious military applications; if your map contains lots of small islands this can help you track down that last elusive enemy city.

The End Game

by Brian Lasater

There are basically three types of end games: Peaceful Coexistence, The War Rages On and the Benevolent Dictator.

Peaceful Coexistence

• The first and most boring option occurs in all those games where you know you can't win, but at the same time, it is not worth fighting a war. If this is the case simply dig in and try to increase your pop as much as possible through the *We Love the President* days. Sometimes winning means just getting to the end of the game.

The War Rages On

• Pretty much continue to follow the strategy as listed before. Bombers will get you a long way but there will be a point when your opponent will be able to thwart your air offensives. At this time you will need to press the attack with Artillery, Howitzers and Mobile Infantry. Spies can be used to good effect to eliminate city walls if you're short on Artillery or Howitzers. Use your Mobile Infantry to protect your big guns and fortify the cities that you capture. Try to focus on strategic cities and those with Wonders that will help your cause. As always it is usually cheaper and faster to buy a city if possible.

• When establishing a beach head on a new continent, the triple whammy approach works well. The idea is to take three complete cities in order to establish a defensible position in the enemy territory. Hit the first city with Bombers and Cruise Missiles. Once you have cleaned it out, land your invasion force of Mobile Infantry and Howitzers and have them wait. Send an emissary to buy up a second local city. Once this is done, activate your ground troops and send them to capture a third nearby city. This tactic certainly requires a good deal of preparation but you should be able to get a good effort with the following:

• 1-2 spies (one to bribe, one to take down city walls on the last city if necessary)
2 Transports (escorts if necessary)
3 howitzers (artillery if no howitzers)
6 mechanized infantry
4 bombers
2 cruise missiles
5k-8k in gold

• Granted this seems like a lot but if you have a good-sized civilization you should be able to pull this off every 10 years at least. It is always better to save up for one big offensive push than to waste time and resources on a failed effort to take a city in drips and dribbles. This strategy should also keep you up on the tech side.

Barring City Walls, any three top-of-the-line units should be able to take a city.

The Benevolent Dictator

• In this scenario, there is no doubt that you will win. Stop before you take that last enemy city. Instead, sign a peace treaty with him and isolate the city. Then use the remaining turns in the game to develop the biggest spaceship that you can, but make sure that you have enough time for it to reach Alpha Centauri. Launch it at the latest date possible in order for it to reach its goal. Once that is done, you can proceed to "milk the score."

• The object here is to have one continuous *We Love the President* celebration until your spaceship lands. This will maximize your population and the number of happy folks who are counted in your final score.

• Stop all scientific research. The Future Tech advance is not worth the effort. In fact, you should sell all your scientific and military infrastructure. Get rid of barracks, universities, libraries, research labs, city walls and port facilities to save the money. You wont need them, but make sure that all of your cities have enough improvements to keep the population growing: Aqueducts, Harbors, Supermarkets and Sewer Systems. Have at least two Engineers out for each city, improving the landscape and controlling pollution. Change everything you can to farmland. Transform all the terrain to plains and grassland; crank out as much food as possible. Change all production to Capitalization. Settle every portion of the map. There should not be any spot that is not being worked by a happy citizen. Even settle the poles.

• Right before your spaceship lands, have all of your Engineers settle wherever they are. This could add another 50-100 citizens to your population.

• If you set this up correctly you should be able to run at 0-10 percent tax rate in a Democracy leaving the rest for luxuries. Your people will love you. Depending on the size of the game and the settings you should see population increases of over 5 million a turn, and achievable scores over 200 percent.

Expert Civilopedia

All of the information below is available in the game. However, it is not always easy to reference this material within the Purchasing Screens where you need it. Use these pages to supplement the reference sheet provided with the game. Where applicable, a shaded background is used to represent the epoch where items become available.

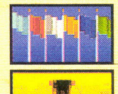
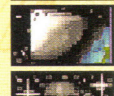
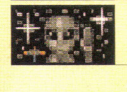
City Improvements

Item	Cost	Upkeep	Notes
Palace	100		Eliminates waste and corruption in city and nearby cities. You can only have one palace.
Barracks	40	1	City produces Veteran units. Damaged units are repaired in a single turn.
Granary	60	1	City only loses half food when it grows; thus, it grows twice as fast.
City Walls	80		Units in city receive x3 defense. City does not lose population when defending units are lost.
Temple	40	1	Two unhappy citizens are made content.
Library	80	1	Increases science output in city by 50 percent.
Courthouse	80	1	Reduces corruption and waste by 50 percent. In Democracy, one content citizen becomes happy.
Marketplace	80	1	Increases tax and luxury output in city by 50 percent.
Aqueduct	80	2	Allows city population to increase beyond size 8.
Colosseum	100	3	Three unhappy citizens are made content (four with Electronics).
Harbor	60	1	All ocean squares in the city radius produce one additional food.
University	160	2	Increases science output in city by an additional 50 percent.
Bank	120	2	Increases tax and luxury output in city by an additional 50 percent.
Cathedral	120	2	Four unhappy citizens are made content (only three with Communism).
Coastal Fortress	80	1	Units in city receive x2 defense vs. shore bombardments.
Power Plant	160	2	Increase factory output by 50 percent.
Stock Exchange	160	3	Increases tax and luxury output by an additional 50 percent (final output: 150 percent).
Factory	200	3	Increase shield production by 50 percent. May cause pollution!
Sewer System	120	1	Allows city population to increase beyond size 12.
Port Facility	80	2	City produces Veteran naval units. Damaged ships are repaired in a single turn.
Superhighways	200	3	All city squares with roads produce an additional 50 percent trade.
Airport	160	2	City produces Veteran air units. Damaged aircraft are repaired in a single turn.
Mass Transit	160	3	Eliminates population pollution.
Hydro Plant	240	3	Increases factory output by 50 percent. Cleaner than Power Plant, safer than Nuclear Plant.
Police Station	60	1	Decreases unhappiness caused by troops away from city by one.
Recycling Center	200	1	Decreases factory pollution.
Supermarket	80	2	Allows additional irrigation to produce 50 percent more food.
Nuclear Plant	160	1	Increases factory output by 50 percent. Dangerous without Fusion.
SAM Battery	100	1	Units x2 defense vs. aircraft.
Offshore Platform	160	2	All ocean squares in city radius produce one shield.
SDI Defense	200	3	All squares in city radius are immune to nuclear attack.
Research Lab	160	2	Increase science output by an additional 50 percent.
Solar Plant	320	3	Increase factory output by 50 percent. Cleanest power available.
Manufacturing Plant	320	4	Increase resource output by an additional 50 percent.

Terrain Type	Resources	Irrigation	Mines	Transform	Roads	Rails
Grassland	2	1	1	1	1	
Fertile	2	1	1	1	1	
Forest	1	1	1	1		1
Pheasant	3	1	1	1		1
Silk	1	1	1	1		
Hills	1	1	1	1		1
Coal	1	1	1	1		1
Wine	1	1	1	1		1
Plains	1	1	1	1	1	
Buffalo	1	1	1	1	1	1
Wheat	3	1	1	1	1	
Ocean	1					
Fish	3					
Whales	2					
Jungle	1	1	1	1		
Fruit	4	1	1	1		
Gems	1	1	1	1		

Terrain Type	Resources	Irrigation	Mines	Transform	Roads	Rails
Mountain	1		1	1		1
Gold	1		1	1		1
Iron	3		1	1		1
Swamp	1	1	1	1		
Peat	3	1	1	1		1
Spice	3	1	1	1		
Desert	1	1	1	1		1
Oasis	3	1	1	1		
Oil	3	1	1	1		1
Tundra	1	1		1		
Furs	2	1		1		
Musk Ox	1	1		1		
Glacier			1	1		
Ivory	1		1	1		1
Oil	3		1	1		1

Wonders of the World

	Wonder	Cost	Obsolete?	Notes
	The Hanging Gardens	200	Railroad	Three extra happy people in the city with the Gardens; one extra happy person in all other cities.
	The Colossus	200	Flight	City produces one extra trade arrow in every space that is already producing one.
	The Pyramids	200		Counts as a Granary in each city.
	The Great Wall	300	Metallurgy	Combat strength doubled against barbarians; enemy civilizations must offer peace during negotiations; acts as a City Wall in every city.
	The Lighthouse	200	Magnetism	Triremes cross the ocean without danger; other ship types have their movements rates increased by one. All new ships are immediately upgraded to veteran status.
	Sun Tzu's War Academy	300	Mobile Warfare	All new ground units are veterans; any unit which wins a combat becomes a veteran.
	The Oracle	300	Theology	Doubles the effect of Temples.
	The Great Library	300	Electricity	Owner gains any civilization advance already discovered by two other civilizations.
	King Richard's Crusade	300	Indust.	Every square in the city's radius produces an extra resource "shield."
	Marco Polo's Embassy	200	Communism	Counts as an embassy with every other civilization.
	Copernicus' Observatory	300		Increases science output of city by 50 percent.
	Magellan's Expedition	400		Movement rate of all ships is increased by two.
	Leonardo's Workshop	400	Automobile	Obsolete units are automatically replaced by equivalent modern units.
	Shakespeare's Theater	300		All unhappy citizens in the city are content.
	Isaac Newton's College	400		Doubles science output of that city.
	Michelangelo's Chapel	400		Counts as a Cathedral in each of your cities.
	J.S. Bach's Cathedral	400		Decreases unhappy citizens on the same continent by two per city.
	Adam Smith's Trading Co.	400		Pays the maintenance for all the city improvements which ordinarily cost one gold per turn.
	Statue of Liberty	400		Eliminate the period of anarchy between governments; allows any form of government to be chosen—even those not yet "discovered."
	The Eiffel Tower	300		Other civilizations are quicker to forget past transgressions; your reputation is immediately improved.
	Darwin's Voyage	400		Gain two immediate technology advances.
	Women's Suffrage	600		Counts as a Police Station in each of your cities.
	Hoover Dam	600		Counts as Hydro Power for every city on every continent.
	United Nations	600		Counts as an embassy with all civilizations; enemies must offer peace during negotiations; you may declare war as a Democracy 50 percent of the time.
	The Manhattan Project	600		Allows construction of Nuclear Weapons *by any civilization* which can produce missiles.
	Cure for Cancer	600		One extra happy citizen in every city.
	Apollo Program	600		Allows construction of spaceship improvements. Entire map is revealed. All civilizations gain these benefits regardless of who completes this Wonder.
	The SETI Program	600		Counts as a Research Lab in every city.

Seven Greatest Wonders of the World

✻ The Great Wall

If you ever hope to achieve a great final score, you will have to play on the harder difficulty levels. Trying to win these slug-fests is all but impossible without the Great Wall to enforce peace when you need it. Another important, undocumented feature of the Great Wall (confirmed by Activision) is that it adds City Walls to all of your cities.

✻ The Great Library

Many great Civ players dispute the usefulness of the Great Library, arguing that it is only useful if you are already playing from a position of weakness. However, what they all agree on is that it is far too important to deny this Wonder to your rivals not to build it. Even from a leading position on the tech tree, the Great Library is indispensible for filling out those "base level" techs that your superior civilization can't be bothered with.

✻ Leonardo's Workshop

With lots of units garrisoned in your cities, Leonardo's Workshop ensures that they will be equipped with the latest in military technology. Coupled with the Great Library, this can keep you current with your aggressive neighbors. The only drawback to this wonder is that the upgraded units lose their veteran status; whether a veteran Phalanx is equivalent to a green Musketeers unit is debatable, but the point has been made.

✻ Shakespeare's Theatre

This is probably one of the most underrated Wonders, and its position on this list is likely to cause some controversy. Once built, it becomes Shakespeare's Theatre of Operations—the staging area for the majority of your military units, especially missiles or bombers, which ordinarily cause unhappiness and revolt under Democracy.

✻ Darwin's Voyage

Another disputable Wonder for this list. However, considering that this Wonder is usually built during a time of industrialization (and likely scientific stagnation) it is important to be able to shuttle production directly into Darwin's Voyage for two free scientific advances.

✻ Hoover Dam

The more cities you have, the more useful this Wonder becomes. It provides clean, safe factory output to all of your cities. A late-game achievement, Hoover Dam will drastically increase your output just when you are ready to get your military machine rolling.

✻ Women's Suffrage

Acting as a Police Station in every city, this Wonder eases the burden of war under Democracy—and gives you complete military freedom under a Republic—by keeping your citizens content even when you have military units abroad.

Find all 52 Ancestor Icons

AKUJI THE HEARTLESS

XG Strategy
by Tracy DiViscour

If you've played any of the recent Crystal Dynamics games, you should feel right at home with Akuji the Heartless. The engine is very similar to Gex 2, but you collect Ancestor Icons instead of TV Remotes. Unfortunately, this also gives the game a "been there, done that" feel.

Akuji's gameplay is average with most of your time being spent jumping around and flipping switches. On the positive side, the music is very fitting and atmospheric.

Database

time to complete	10 hours
difficulty	moderate
wasted feature	Panther Alters
cinemas?	Satanic...
worst level	Caina
best magic	Soul Seeker
system	PlayStation
publisher	Eidos
developer	Crystal Dynamics

Levels 1 and 2 Quick Strategy

Level 1: Cocytus

Ancestor Icons

1. From the first tentacle monster, go to the left and follow the path.
2. In the room with the gear switch.
3. Next to the Loa altar.
4. In the area where you flip a switch to open a door, swing across using the rope.

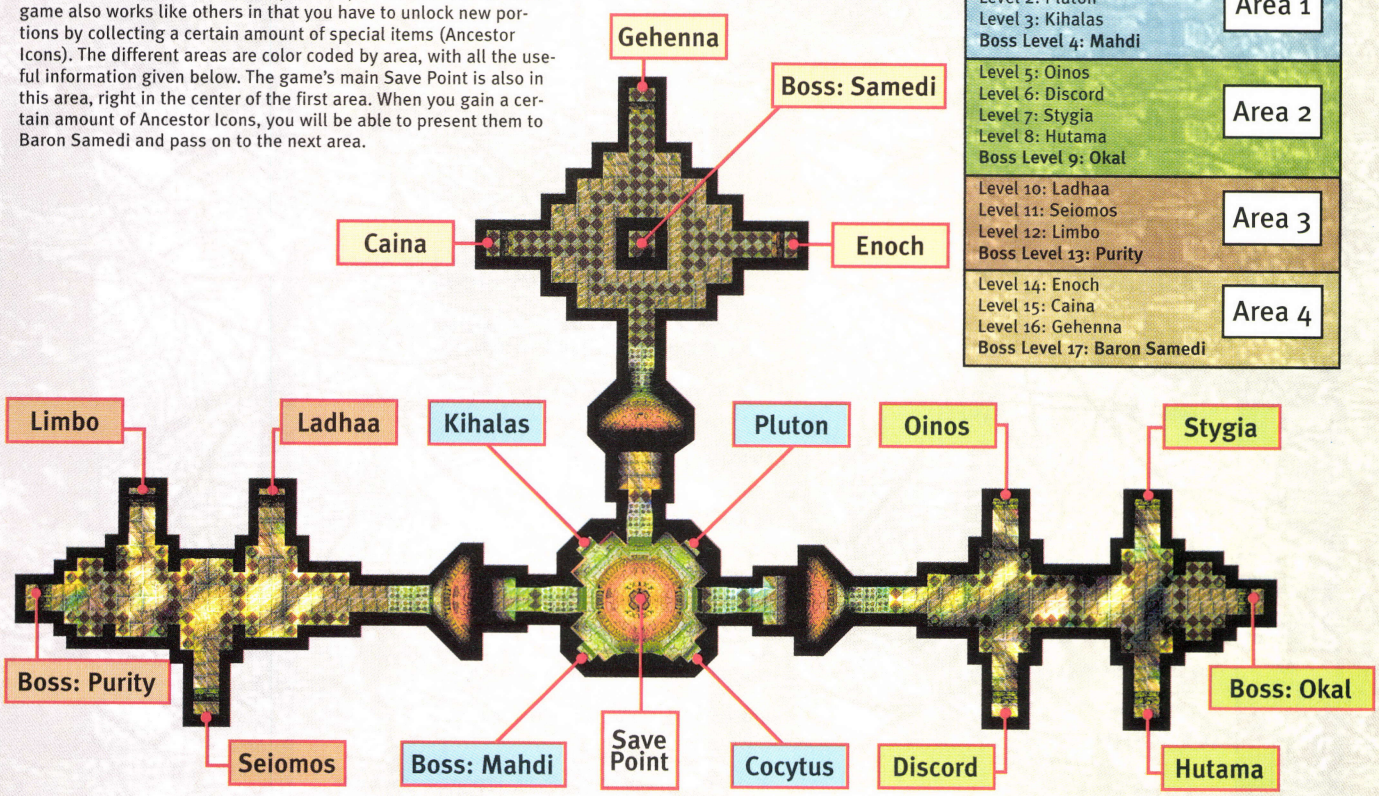
Level 2: Pluton

Ancestor Icons

1. On the platform on the side of the bridge you lowered.
2. In the first area where you shoot a green switch, on a platform. It can only be reached after you trigger both switches in the room.
3. In the water in the second room with switches high on the walls.
4. In the wall past the last main room. Upper right-hand side.

The Overworld

The overworld is the area where you'll hop from level to level. This game also works like others in that you have to unlock new portions by collecting a certain amount of special items (Ancestor Icons). The different areas are color coded by area, with all the useful information given below. The game's main Save Point is also in this area, right in the center of the first area. When you gain a certain amount of Ancestor Icons, you will be able to present them to Baron Samedi and pass on to the next area.



Level Overview

Level 1: Cocytus Level 2: Pluton Level 3: Kihalas Boss Level 4: Mahdi	Area 1
Level 5: Oinos Level 6: Discord Level 7: Stygia Level 8: Hutama Boss Level 9: Okal	Area 2
Level 10: Ladhaa Level 11: Seiomos Level 12: Limbo Boss Level 13: Purity	Area 3
Level 14: Enoch Level 15: Caina Level 16: Gehenna Boss Level 17: Baron Samedi	Area 4

Level 3: Khalas

Spells in level: ■ Hell Blast ■ Doom Blast

Difficult areas:

1. In the room where you jump across the ravine using the three blue blocks, there is a very long pit. To cross it jump on the invisible blocks that can be seen in the reflection.

2. The pit with the blue blocks over it and boiling water. This is tough; be quick and get the timing down and you'll be OK.

3. The big skull. Stand far away from it (out of its range) and lob spells at it.

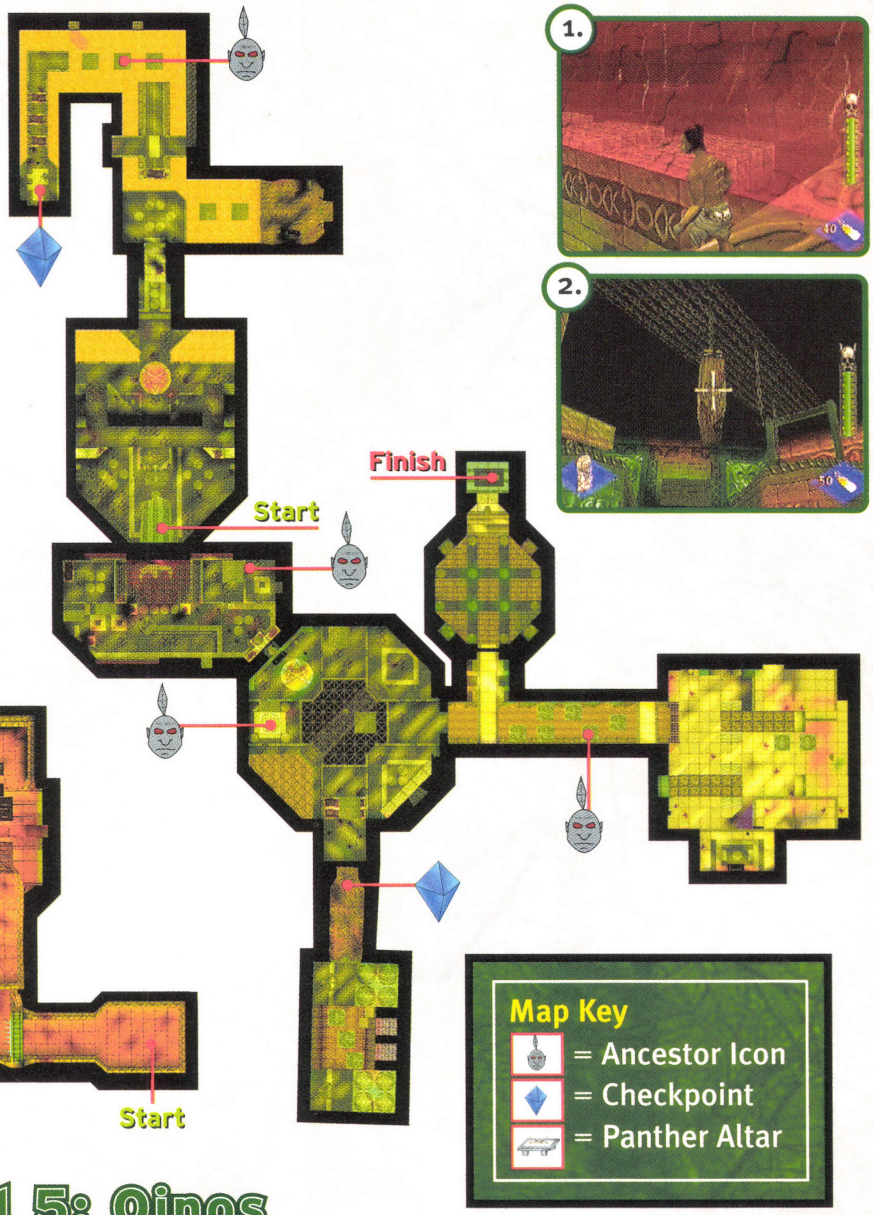
Ancestor Icons:

1. In the room with the big statue. While hanging above it, swing back and forth and jump onto the chandelier.

2. In the first room with the spinning statues that hurt you. You can see it after you make the first turn if you look up. Go up some stairs to get to it.

3. In the room with the pit with flashing lights, behind a cage. To open the cage, hit the big wooden thing hanging near the monkey bars.

4. In the room with the moving bridges above. When you first enter, jump up the three blocks.



Level 5: Oinos

Spells in level: ■ Spirit Strike ■ Ring of Death ■ Captivity Strike

Difficult areas:

1. The rhino. Run around in circles when he charges and he should miss you. Use Spirit Strike on him.

2. In the room where the spikes protrude from the walls, hit the square-shaped levers to progress.

3. Against the jester-looking enemies, either be aggressive with your weapon or stay at a distance and use magic.

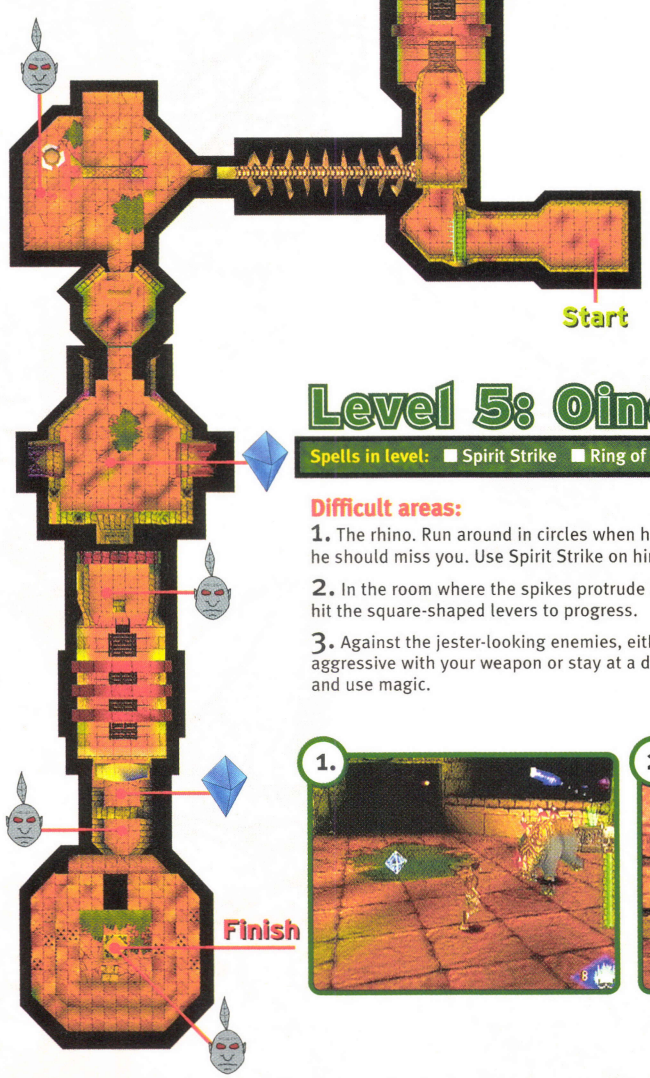
Ancestor Icons:

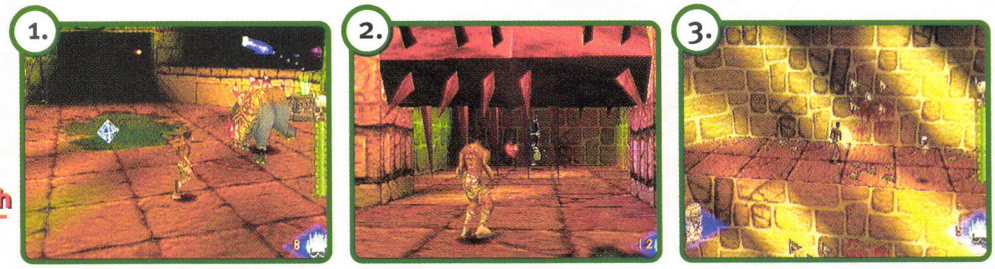
1. In the room after the bone bridge, behind the spinning spikes.

2. In the area with many boulders. Jump across the ladders above them and you'll see it.

3. At the top of the room with all the spikes that come out of the wall.

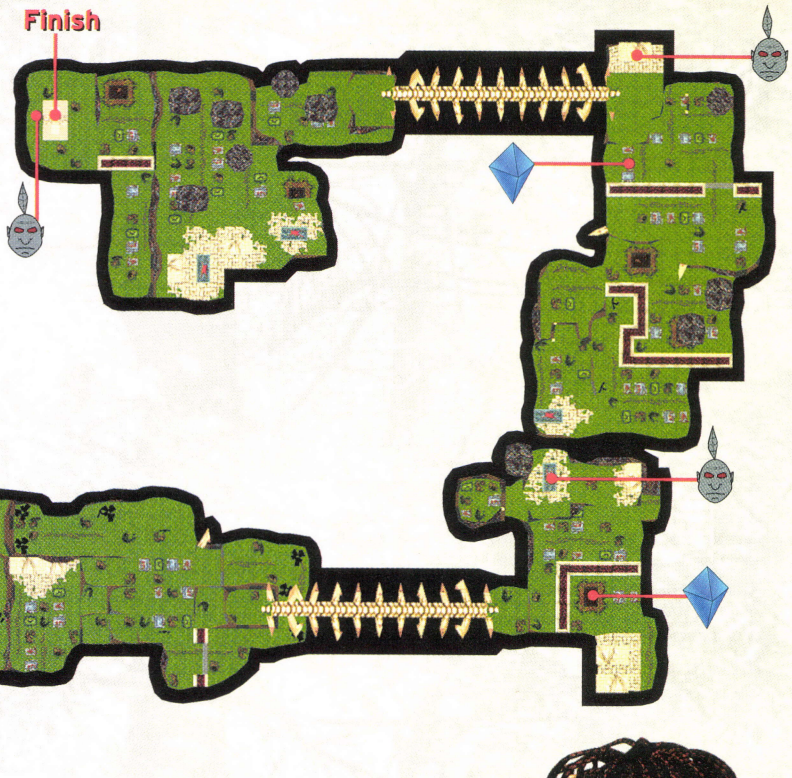
4. On top of one of the doorways in the rhino room.





Level 6: Discord

Spells in level: ■ Fire Burst ■ Energy Blast ■ Captivity Strike ■ Spirit Strike



Difficult areas:

1. You will first receive the Panther Totem in this level. It is fast and strong, but cannot use magic. Use its claws to kill the two rhinos.

2. Your success in this level will depend a lot on your jumping skills. Analyze the platforms, don't jump too quickly.

3. There are a lot of small areas with bottomless pits around. Don't let the enemies push you off.

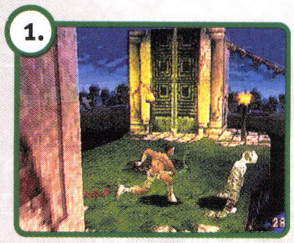
Ancestor Icons:

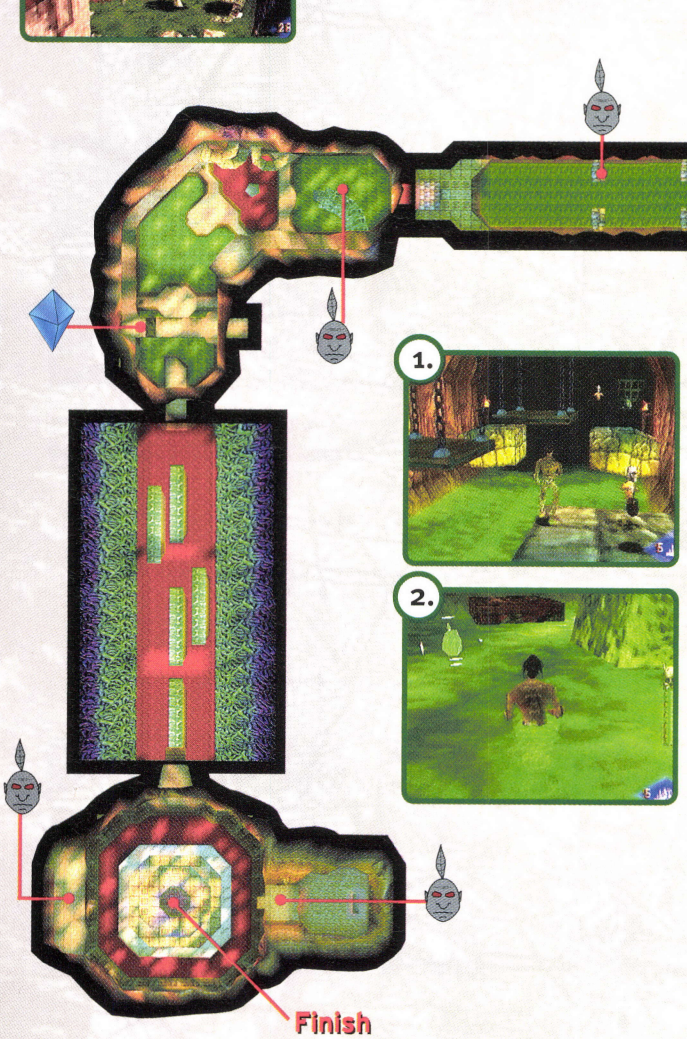
1. On a high pedestal near the beginning of the level. To get to it, take the second ladder near the moving pedestal.

2. After you slide down the rope on the building that doesn't have a ladder. Break the door on the building that the rope is attached to.

3. Right after the moving rock with the ladder on it and before the bone bridge. It's in the little building.

4. Behind the exit to the level.





Level 7: Stygia

Spells in level: ■ Ring of Death ■ Hell Blast ■ Shield of Blood ■ Fire Burst

Difficult areas:

1. In the room with the blood surrounding a huge platform like a moat, you have to push the blocks to make bridges to progress further.

2. In the rooms with the blood rivers and snakes, be careful to time your jumps well and not fall in the blood. It can be a long walk to a platform.

3. While on the snakes' backs, sometimes you'll have to run in place while waiting for a platform to come.

Ancestor Icons:

1. In a cage in the room with the two swinging wooden platforms.

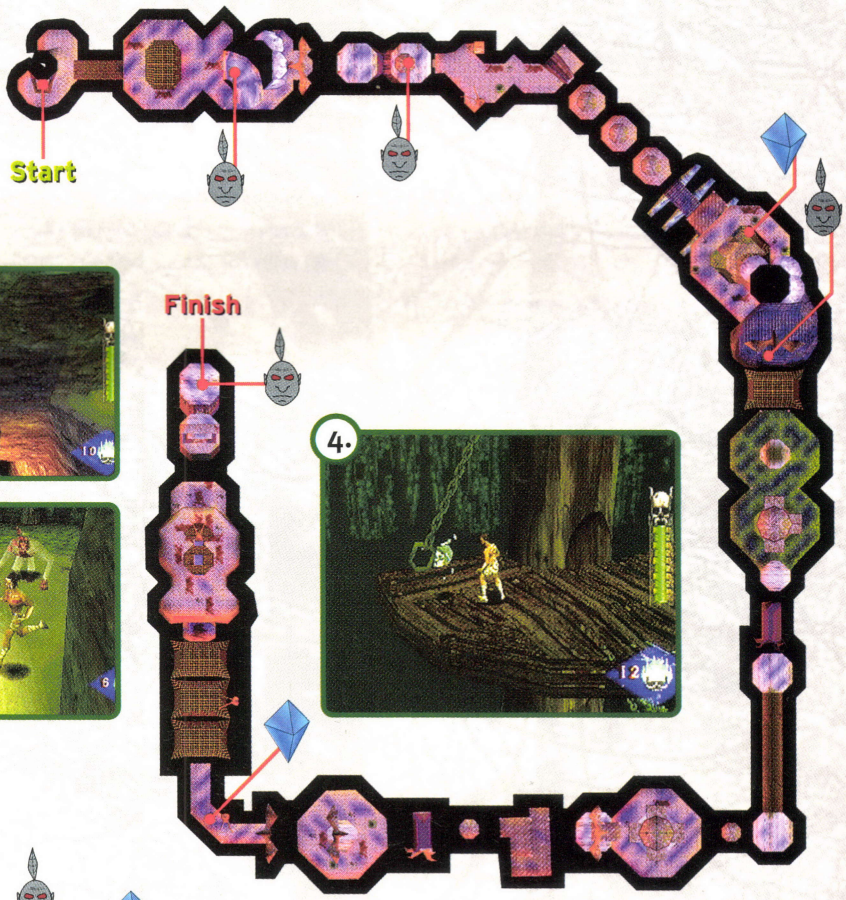
2. In the second room that you jump across a bunch of snakes, above the door you leave through.

3. In the green water, in front of the green snake.

4. When getting the stone to drop the third piece of the snake statue, fall off the platform that the stone is on.

Level 8: Hutama

Spells in level: ■ Hell Blast ■ Spirit Strike ■ Fire Burst ■ Captivity Strike



Difficult areas:

1. The big gorilla. Jump around a lot while fighting it and hit it with your weapon from behind.

2. If you get stuck in this level, chances are you missed a rope that you have to cut somewhere.

3. The spider-demons' weak spot is light. You must trigger a switch to make them leave.

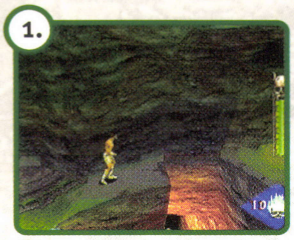
Ancestor Icons:

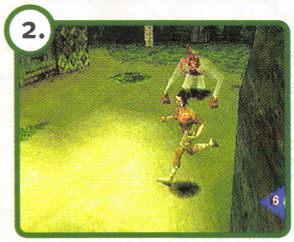
1. Near the beginning of the level on a platform. Jump across the Venus flytrap to get to it.

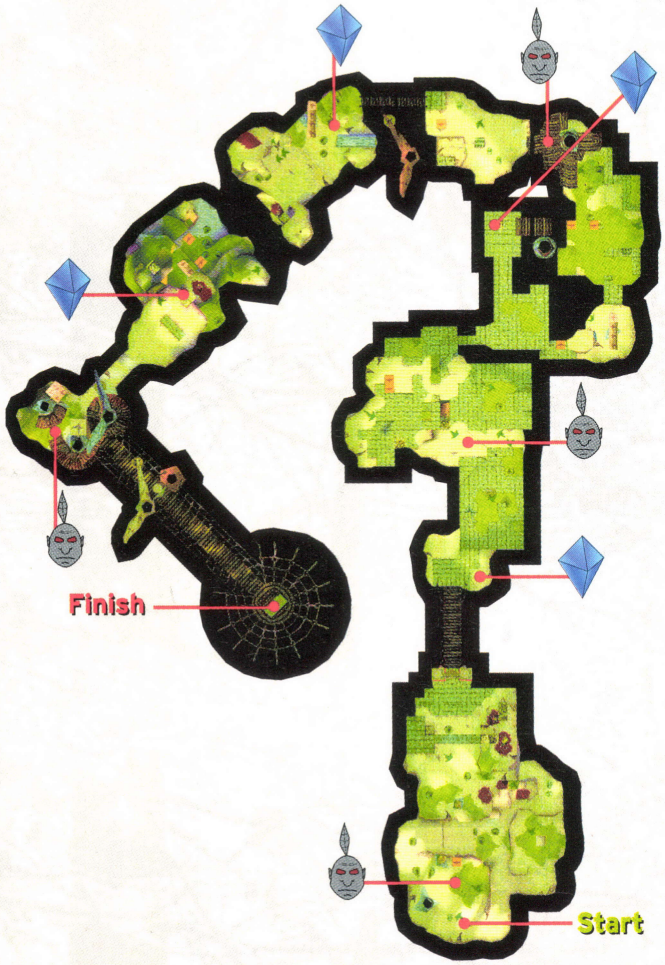
2. Jump on the giant leaf and propel yourself to the rope which leads to this icon.

3. Right before the checkpoint, after the second jumping leaf, instead of taking the obvious route, jump on the other leaves nearby to get to the treetop where you'll find an icon in a basket.

4. While climbing up the first big tree, it's right after the second ladder. Go around the tree to the more hidden side.







Level 10: Ladhaa

Spells in level: ■ Soul Seeker ■ Hell Blast ■ Doom Blast

Difficult areas:

1. Be VERY careful not to fall into the pit while jumping on the mesh. It's very easy to do.

2. Against all the creatures that are above you, such as the flying jester thing and the cockroach in this level, hit attack and jump at the same time for an uppercut.

3. In the large room right before the three mesh jumpers, hit the lights in the ceiling for power-ups. Hit the cockroach for an Ancestor Icon.

Ancestor Icons:

1. Right near the glider, go up the ladder.

2. Go up the first ladder on the left after the glider.

3. On an altar not too far after the three moving pedestals.

4. In the room before the three mesh jumpers, hit the cockroach above you to open a ladder that leads to an icon.

Level 11: Seiomos

Spells in level: ☐ Soul Seeker ☐ Energy Blast

Difficult areas:

1. The green transparent statues can be hit to trigger doors, etc.

2. To defeat the mini-Boss mask, stand in front of one of the waist-high rocks. It will aim for you, but it can't hit you. Fire away at it with Energy Blasts.

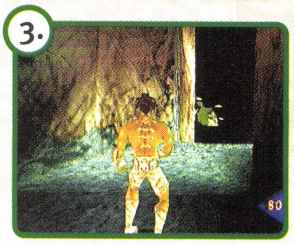
Ancestor Icons:

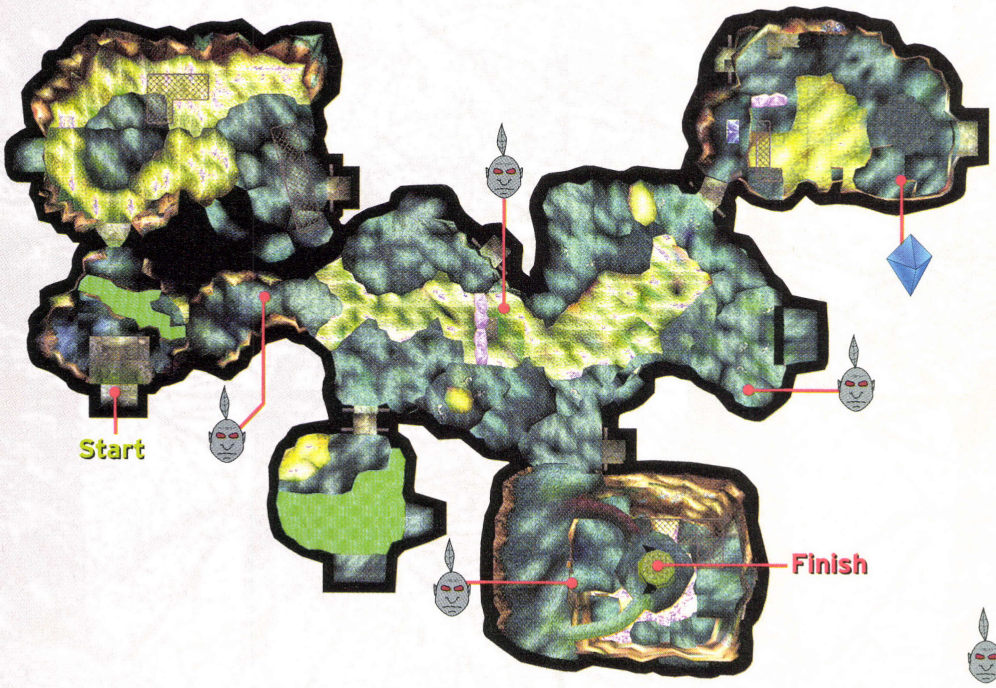
1. Behind the green transparent statue in a room near the second wizard generator.

2. When facing the first grate that you can hang from, go up into the area to your left.

3. Right in front of and below the first checkpoint.

4. In the final room on a blue platform.





Level 12: Limbo

Spells in level: ☐ Soul Seeker ☐ Hell Blast ☐ Flame Shroud

Difficult areas:

1. Shoot the spinning orbs with a Hell Blast to trigger platforms to appear.

2. When jumping across the platforms, beware of the big green orbs that will follow you. If you're not fast enough, they'll push you to your death.

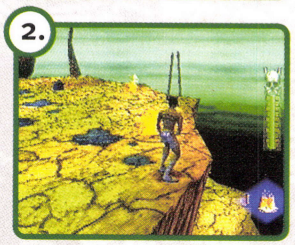
Ancestor Icons:

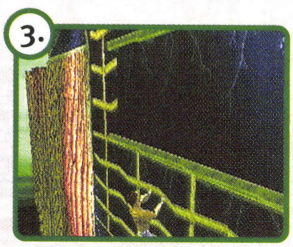
1. Very close to the first area with the many platforms above a bottomless pit. You'll see a small ledge off to the right. You'll need to use the look command to see the platform.

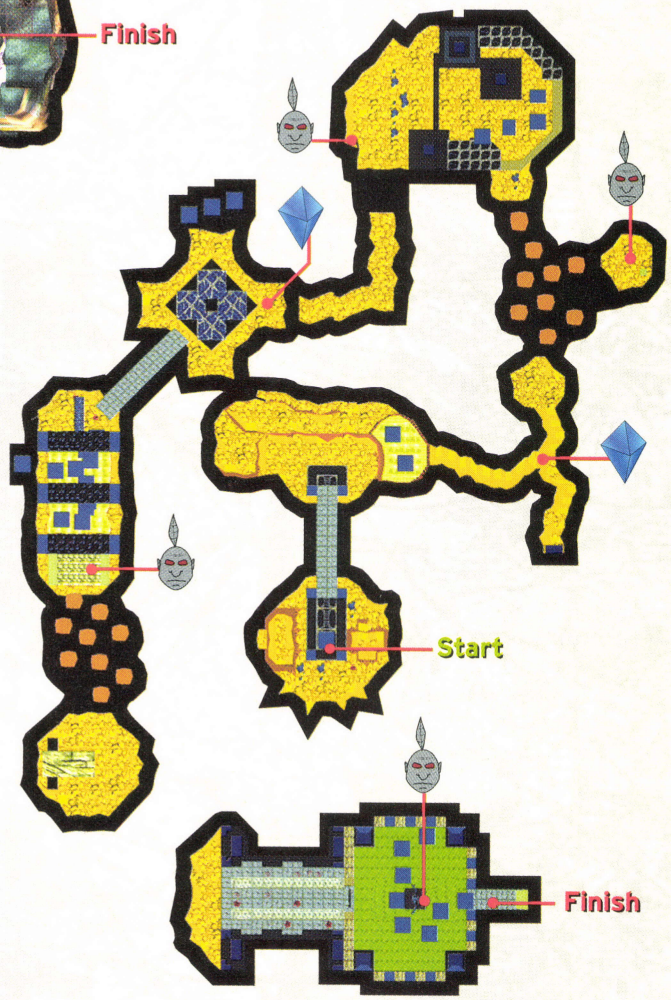
2. Very near to the place where there's a Flame Shroud on a lone platform, there's a lower level you can get to that has an icon.

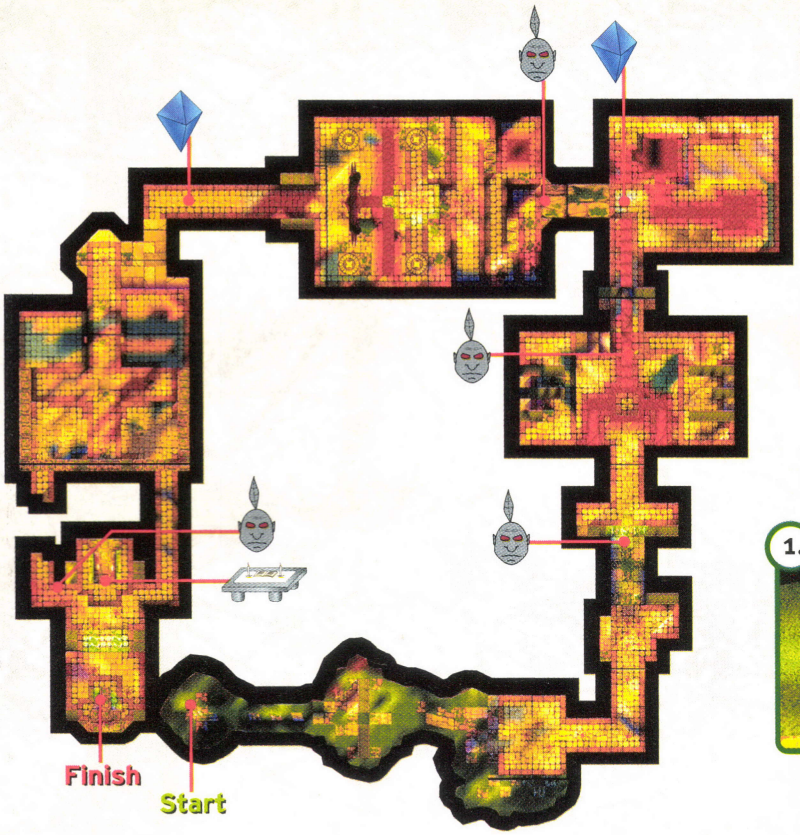
3. Near the big pit with the green water and spikes. Follow the blue disappearing platforms to the island on the side with the switch on it.

4. At the feet of the statue near the end of the level.









Level 14: Enoch

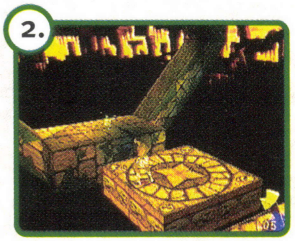
Spells in level: ■ Fire Burst ■ Spirit Strike ■ Ring of Death

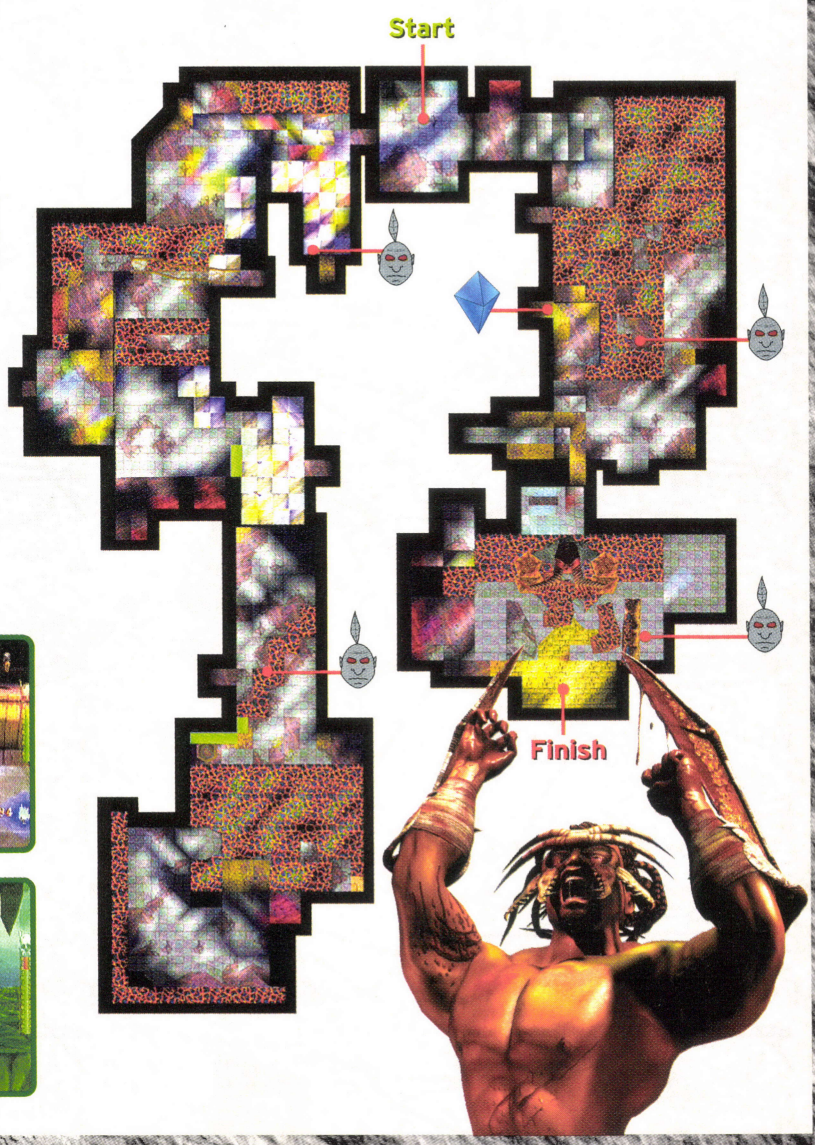
Difficult areas:

1. Mini-Boss skull thing. Simply run around avoiding its shots while letting your Spirit Strikes home in on it.
2. Note: There is another panther altar in the level.

Ancestor Icons:

1. In the area with the switches that activate the platforms to go up and down.
2. Right before number 3. Go up the stone stairs by the gate and fall off to get it.
3. Near the first checkpoint behind a breakaway wall.
4. On top of the wall near the stone that you place right after panther totem. Stand on the little totem pole to get to it.





Level 15: Caina

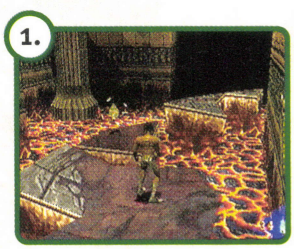
Spells in level: ■ Soul Seeker ■ Doom Blast ■ Flame Shroud ■ Captivity Strike

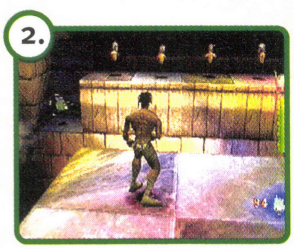
Difficult areas:

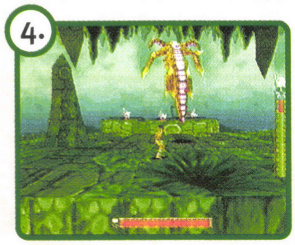
1. Use the Flame Shroud to walk in the fire without being harmed.
2. To get to the altar, go to your right after you fall off the ledge where the stone is. It's through the black area.

Ancestor Icons:

1. In the lava pit near the beginning of the level on a platform.
2. Right after the series of hot air-vents near a bunch of voodoo dolls. Jump across the pit.
3. In the lava pit right before you destroy the second pillar.
4. In altar room. You can get to it after you press the button to collapse the wall.

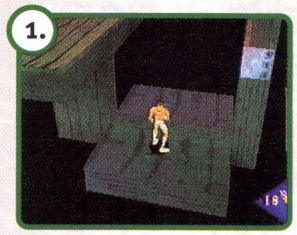


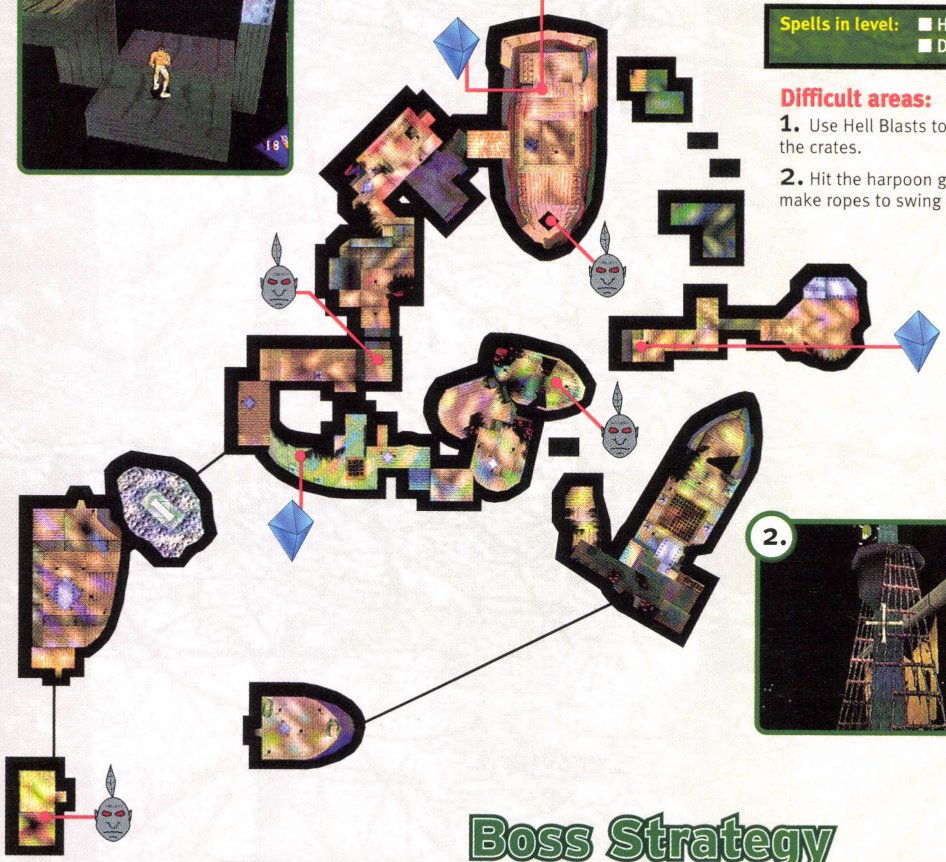




Level 16: Gehenna

Spells in level: ■ Hell Blast ■ Spirit Strike ■ Doom Blast



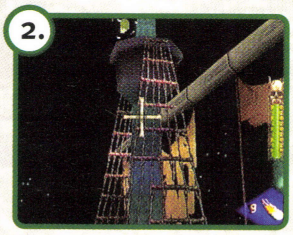


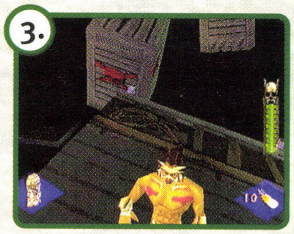
Difficult areas:

1. Use Hell Blasts to destroy the crates.
2. Hit the harpoon guns to make ropes to swing across.

Ancestor Icons:

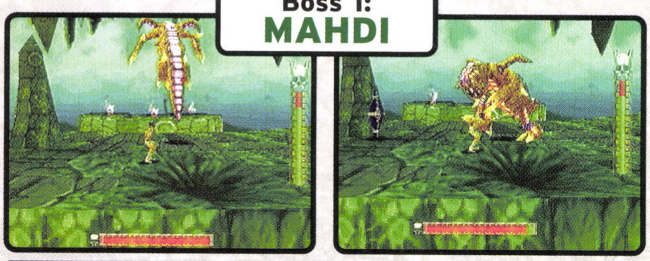
1. Jump into the rigging of the boat. It's way up high.
2. It's after an elevator and before a bunch of minotaurs and crates. Look under the elevator to find the icon.
3. On a crate floating in the void right after the series of floating wooden boards that you jump across.
4. On the first boat of the level. You have to get it later on by using a harpoon and climbing in the rigging.





Boss Strategy

Boss 1: MAHDI



While he is far away, hit the spinning things to get power-ups. Use the pillars as shelters.

Use your regular attack when he's close, but stay away when he begins to swing his arms.

Spells in level: ■ Hell Blast ■ Soul Seeker ■ Shield of Blood

Mahdi stands on a platform and fires at you from afar. After a while of this he will jump to you and attack up close. When he is far away, use your Soul Seekers as quickly as possible. These hurt him badly.

Boss 2: OKAL

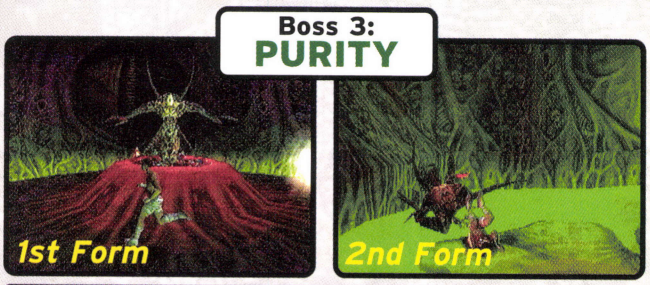
After all the green orbs are destroyed, the Boss will finally appear.

Avoid the fire he shoots at you and hit him with your Spirit Strikes when you can.

Spells in level: ■ Ring of Death ■ Spirit Strike

Destroy the green orbs to receive Spirit Strikes and stop the spiders from spawning. Save ALL of the Spirit Strikes for the Boss. You will need every single one. Avoid the fire he shoots at you and hit him with your Spirit Strikes when you can.

Boss 3: PURITY



This form doesn't take too much damage. It's easy to get her in a pattern so she won't hit you.

When she splits, kill the bottom half first, your standard weapon works fine.

Spells in level: ■ Hell Blast ■ Fire Burst ■ Flame Shroud

Once you've killed the bottom half, you'll get a small heart. With the top half, Hell Blasts are best. You can get as many as you need from the altar here. Try to get her against the wall, where you can hit her without her firing back at you.

Boss 4: SAMEDI

Soul Seekers work great for long range. When you can get up close, use Rings of Death.

You're probably out of Rings of Death by now, so try to stay far away and use Energy Blasts.

Spells in level: ■ Ring of Death ■ Spirit Strike

First thing to do is run around and collect a ton of power-ups. There's really not much strategy to beat this guy, just avoid what he shoots at you. It shouldn't be too tough to stay farther away, but know that the first form *is* more aggressive.

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GAME OVER

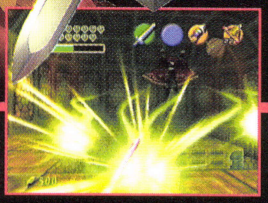
ZELDA

Time to complete:	70+ hours
Toughest Boss:	Obviously Ganon
***XG* rates the ending:**	Very Good
***XG* rates the game:**	A true classic...

The Final Encounter

Ganondorf Strategy
First Form: Make sure to have the Hover Boots equipped, so you can walk over the gaps without falling. Also, make sure to use the Biggoron Sword to cause maximum damage. Volley his energy blasts back at him until it connects, then shoot a Light Arrow and hop over to his platform. Damage is only incurred when you actually strike him with your sword. Repeat until destroyed (three or four times).
Second Form: Use the Biggoron Sword to attack his tail for damage. Light Arrows stun him and enable you easy access to his tail. Repeat until you get the Master Sword back. One fatal thrust is all it takes...

Ganondorf appears. He's ready for the final showdown.



These energy blasts are his last attempt at survival...

Inflict crucial damage when he's down.

When Ganondorf falls, you must escape the castle quickly.

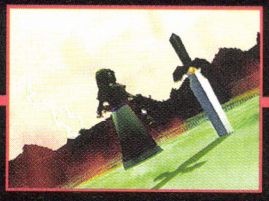
Princess Zelda will open the gates blocking your path.

The castle crumbles, but something is still wrong...

Princess Zelda senses the danger as well.

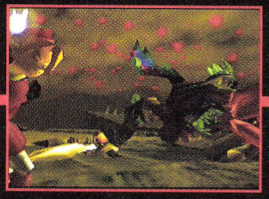
Ganondorf is still alive, and he's got the TriForce.

Perhaps the scariest form of Ganon yet—he won't be easy.



The Master Sword is stricken from Link's hands...

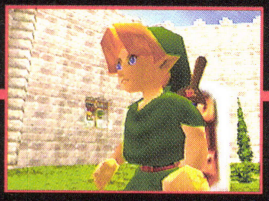
After a long battle, Zelda puts a Hold spell on Ganon.



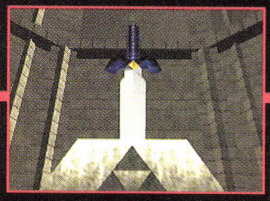
Link finishes it once and for all with a devastating blow.

The Sages return to their respective domains.

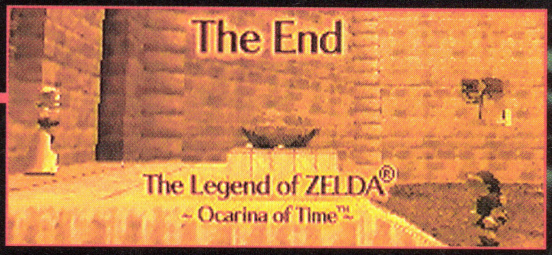
Princess Zelda tells Link he must return to his childhood.



When he is warped back, he has only one mission left.



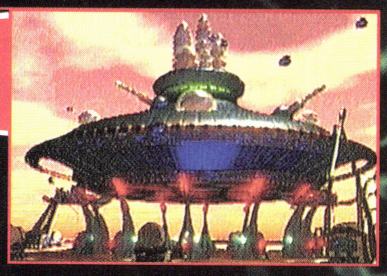
The Master Sword is finally returned to its rightful place.



GUESS THE GAME ENDING AND WIN!

We haven't been able to stump our readers yet, but this month's challenge might do the trick. Guess the game at the right—and win one of three *Expert Gamer* T-shirts! Make sure we have your entries no later than March 20, 1999! Send entries to Game Over #57 c/o *Expert Gamer*, P.O. Box 3338, Oak Brook, IL 60522-3338.

Clue: R.E.A.L.



Sweepstakes Rules: 1. **No Purchase Necessary:** To enter, identify the game from the screen shot provided and mail your answer on a standard-sized postcard containing your name, address and phone number to "Game Over Sweepstakes: Issue #57" P.O. Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. All entries must be handwritten. Mechanically reproduced copies will not be accepted. Entries must be received by March 20, 1999 All entries become exclusive property of ZD Inc. and will not be acknowledged or returned. Ziff-Davis assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries.
2. **Prizes:** 3 Grand Prizes: Grand Prize winners will receive one (1) Expert Gamer T-shirt (approx. retail value $20). Winners will be determined by a random drawing from all valid entries containing the correct answers by Ziff-Davis whose decisions are final. Drawing to be held on or about April 1, 1999. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff-Davis should the featured prizes become unavailable.
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4. **Eligibility:** Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification and an alternate winner will be selected. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 30 days of receipt or forfeit prize. Neither ZD Inc. nor their respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that ZD Inc., its representatives and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prize(s). Winner further acknowledges that ZD Inc. has neither made nor are in any manner responsible or liable for any warranty, representation, or guarantee expressed or implied, in fact or in law, relative to any prize, including but not limited to its quality, condition or fitness.
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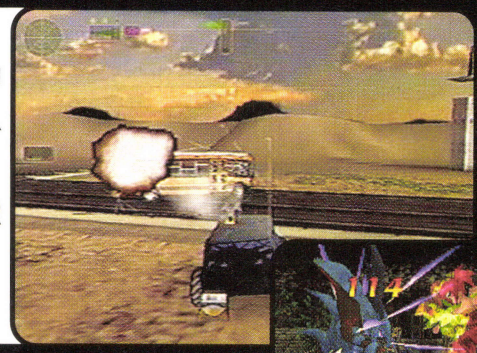

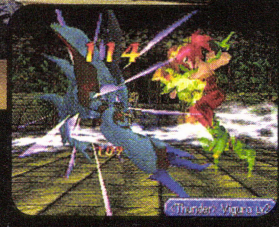

April 1999

On sale date March 23

It's no joke...the April issue of *Expert Gamer* will have the best strategy guides. First, see how Vigilante 8 for the Nintendo 64 compares with the PlayStation version, plus find out about the added "extras" like the Deathmatch Mode.

Next, *XG* finally has the strategy on Soul Reaver. The guide will pinpoint trouble spots as well as give helpful hints on how to conquer this game.

And in the Legend of Legaia strategy, *XG* aids you in your quest to stop the weird mist with detailed maps and advice on monsters and Bosses!

XG makes it easier to defeat the dead in the Soul Reaver strategy.

Tough monsters and a mist that causes people to go nuts...you'll definitely need the Legacy of Legaia guide!

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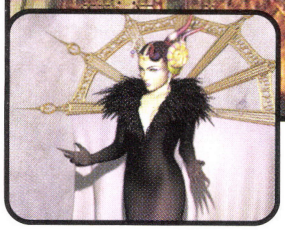

Next issue, *EGM* will have an on-set report from Square's production of the Final Fantasy movie.

Mario Party is already boasting to be one of the best games of 1999.

April 1999

On sale date March 9

Usually there would be some hint of an April Fools' gag, but after all the hate mail we got last year, we've decided to keep quiet this year. No doubt something will cause offense—let's hope it isn't the main theme: the *EGM* Awards.

Both the Editors' Choice and the Readers' Choice recipients will be revealed in an all-star gala complete with booze, drugs, rock-'n'-roll and dancing girls. Or maybe just a lengthy and witty collection of musings about the best of '98.

Also watch out for the first of 1999's big games: Silent Hill, Mario Party plus more hockey and basketball games.

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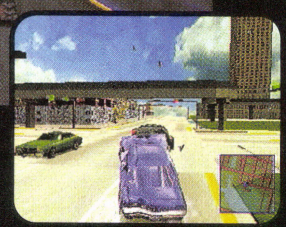

April 1999

On sale date March 16

You won't want to miss out on the first new information on Psygnosis' WipeOut sequel in addition to finding out what their plans are for games throughout 1999.

OPM will also have updated previews of Final Fantasy VIII, 3Xtreme, NBA ShootOut '99, Need For Speed: High Stakes and Soul of the Samurai, plus coverage on Driver, the race-chase game created by the same developers who made Destruction Derby.

Playables of R4: Ridge Racer Type 4, Rollcage and WCW/nWo Thunder grace the next *OPM*'s demo disc, ensuring that it will be a huge issue you must not miss!

R4 and Rollcage will be playable on the next *OPM* demo disc.

Ever want to be involved in a Hollywood-esque cops-and-robbers car chase? Driver gives you that chance.

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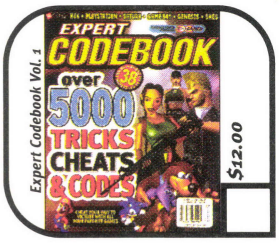

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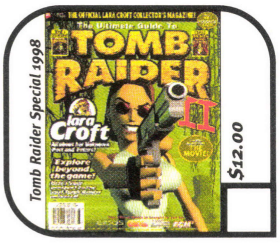

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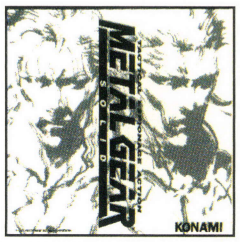

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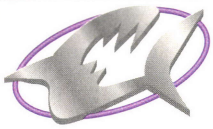

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NINTENDO 64

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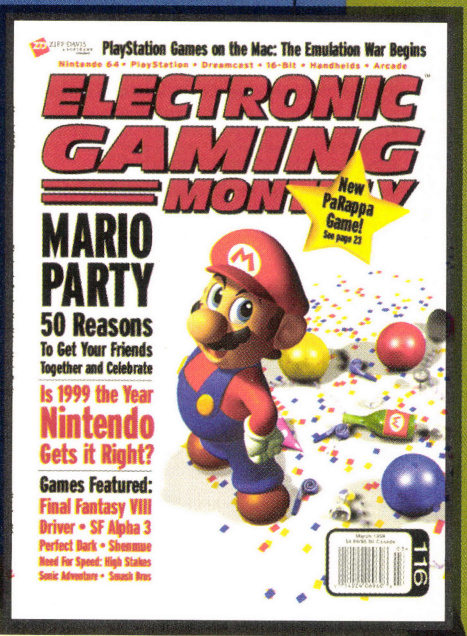

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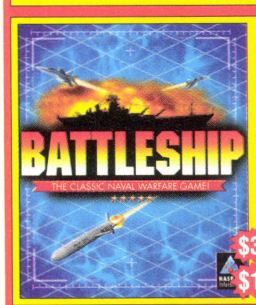

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Konami (Roleplaying) Release:1/99 N64

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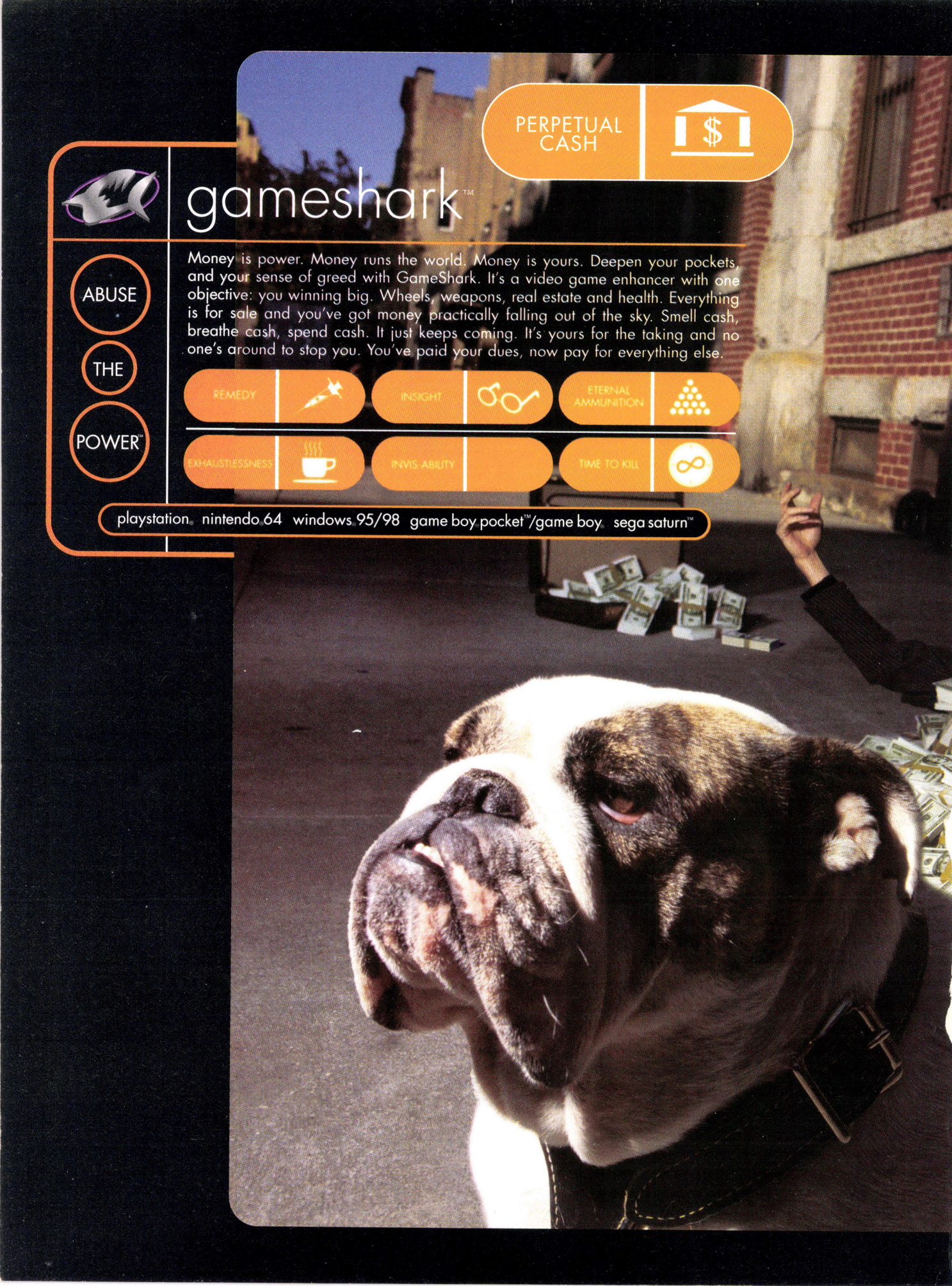
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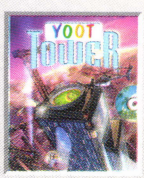

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